Yash Sharma

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Work Experience

Yoryo Technologies
Software Engineer

Jan 2019 – June 2021   Pune, India

- Designed & solved **constraint satisfaction problems** producing 20% savings in logistics cost
- Implemented algorithms for vehicle routing & capacity management using Google OR-Tools
- **Distributed systems programming** for generating large dispatch schedules in parallel
- Database architect for third-party logistics (3PL) integration
- Created pipeline for processing supply chain data

Quark Experiences
Software Engineer

Jun 2017 - Dec 2018   Pune, India

- Produced **image processing pipeline in C++**, reducing deployment time down from 6 hours to 5 minutes
- Programmed tool for visualising machine design in VR to check for design defects using **Unreal Engine**
- Developed for VR live-streaming on the web with Three.js
- Created augmented reality mobile app for textile design try-out (1K+ downloads)

Persistent Systems
Software Engineer Intern

Sep 2016 – May 2017   Pune, India

- Simulated cloud environments using CloudSim to evaluate reliability(availability/downtime) and security
- Compared speed of data read/write for different data encryption algorithms namely - AES, Blowfish, and RSA

Innobytes Technologies
Software Engineer Intern

Dec 2015   Pune, India

- Led development of e-commerce website using avaavaScript, AJAX and MySQL (team of 3)

Projects

Virtual Reality to treat phobias
To help people overcome their phobias by facing them in a non-threatening simulated environment.

Peak Spirit
2D video game creating using plain Java without a game engine in sophomore year

Education

Masters in Computer Science
Rutgers University, New Brunswick

Sep 2021 – Ongoing   New Jersey, USA

- Specialisation: AI/ML.
- VR engineer and Data scientist at **Center for Cognitive Science**, working on visual decision making
- Coursework: Mathematical Foundations of Data Science, Algorithms and Data Structures

Bachelors in Computer Engineering
University of Pune

Aug 2013–Jun 2017   Pune, India

Research

- **Modelling knowledge representation about matter through causal inference**

ML Projects

Neural networks from scratch
- Backpropagation, convolutional neural networks from scratch for MNIST classification

Technologies

Languages: Python, C++, C#, C
Libraries: numpy, pandas, matplotlib, CUDA, igraph
Tools: PyTorch, Git, AWS, Linux, SQL
Game engines: Unity3D, Unreal Engine

Awards

- Gold Badge in Problem Solving
- Bronze medals - World CodeSprint 8 & Week of Code 24

Certifications

- Machine Learning (from Stanford)