

Yash Vardhan Srivastava

Bachelor of Technology
Computer Science and Engineering
Jaypee University of Information Technology
Solan, Himachal Pradesh
EDUCATION

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Leetcode

Degree	Institute/Board	Percentage	Year
B.Tech	Jaypee University of Information Technology	8.93 cgpa	2022-2026
Senior Secondary	Aditya Birla Public School(CBSE)	92.4%	2021-2022
Secondary	Aditya Birla Public School(CBSE)	91.8%	2019-2020

EXPERIENCE

- Summer Intern – C.R.I.S.** Jun 2025 – Aug 2025
Government Web Portal Interface Development
 - Built a secure **Spring Boot authentication system** with **JWT**, **Spring Security**, and **RBAC**.
 - Implemented **SMTP-based password reset and account verification** with token validation.
 - Developed scalable **REST APIs** and enhanced **React dashboards** with role-based views and seamless integration.
- Summer Intern – B.H.E.L.** May 2025 – Jun 2025
Government Photo Gallery & Data Pipeline
 - Developed a secure **photo gallery platform** (React 19 + Spring Boot + MongoDB) with JWT authentication and admin portal.
 - Optimized **image uploads** using Multer + Sharp (WebP compression), cutting load time and storage.
 - Engineered a **Java → FastAPI → Oracle SQL pipeline** with deduplication logic to prevent redundant entries.

PROJECTS

- NLP-Based Disaster Management System** Mar 2025 – Apr 2025
HTML, CSS, Java Spring Boot, Flask, MongoDB, JavaScript, Python
 - Built a Flask API to classify disaster reports in real time with high accuracy.
 - Architected a Java Spring Boot pipeline to ingest, process, and route user submissions.
 - Visualized geotagged reports on an interactive Leaflet.js map using MongoDB.
- DeepMind Journal – Blog Sentiment Analysis & Rant AI** Feb 2025 – May 2025
HTML, CSS, Java Spring Boot, Flask, PostgreSQL, JavaScript, Python
 - Developed a journal platform with sentiment analysis on user entries.
 - Engineered “Rant AI,” an empathetic chatbot using fine-tuned transformer models.
 - Integrated PostgreSQL for scalable storage and mood tracking.
- Multiplayer Online Game Matchmaking System** Dec 2024 – Jan 2025
C++
 - Implemented Glicko-2 rating engine to reduce post-match rating deviation.
 - Designed Union-Find party logic for up to 5 players, improving matchmaking speed.
- Flood Zone Detection and Risk Mapping** Jan 2025 – Feb 2025
Python, C++, DSU, CLI Visualization
 - Detected contiguous flood zones using elevation thresholds and **Union-Find (DSU)**.
 - Computed zone-wise flood risk via size, elevation, and resistance metrics.
 - Built an interactive **CLI tool** with flood animations and exportable risk maps.
 - Scaled for large terrain datasets; supports CSV input for real-world planning.

SKILLS

- Programming Languages:** C++, Java, JavaScript, Python, C, HTML, CSS, SQL
- Frameworks:** Java Spring Boot, Hibernate/JPA, Spring Security, RESTful APIs, React.js, Canva, PowerBI
- Developer Tools:** VS Code, IntelliJ IDEA, Git, GitHub, PostMan, PyCharm, Cursor AI, Jupyter Notebook, Microsoft Office
- Databases:** MongoDB, NoSQL, SQL