



Yogesh Yadav

Roll No.:B21MT041

Metallurgy and Material Science

Engineering

Indian Institute Of Technology, Jodhpur

+91-6377633629

raoyogesh2002@gmail.com

yadav.56@iitj.ac.in

Github

linkedin.com/in/yogesh-yadav-4a9777203/

EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech. (Materials)	Indian Institute of Technology, Jodhpur	7.14/10.0	2021-2025
Senior Secondary	RBSE Board	89.8%	2020
Secondary	RBSE Board	85.17%	2018

EXPERIENCE

- Android Development Intern** June 2023 - July 2023
DevMan Pvt. Ltd. New Delhi, Remote
 - Tools & technologies used:** Java, Firebase, XML, REST API
 - Development of frontend and backend of Driver part and Admin part for the Car rental android application using Firebase, Java and XML.
 - Implemented Google maps API and integrated Razorpay Payment Gateway.
 - Worked on Foreground Services for location update and incoming ride request to the driver.
 - Smooth management of available drivers and cabs through admin app.

PROJECTS

- e-commerce Application** March 2022 - June 2022
Developed user part of e-commerce android application (GitHub)
 - Tools & technologies used:** Java, Firebase, XML, REST API
 - Users can see all products of the shop according to his city(on the basis of PIN code) and can order them from shop of his choice.
 - Facilitated smooth registration process and cart management with all products of shops.
 - Used Volley library to get city through pin code.
- Image editing Application** December 2022
Developed an image editing/filtering android application (GitHub)
 - Tools & technologies used:** Java, Firebase, XML
 - Built an android application where user can import images/multiple images using camera or storage and can apply filters/effects like blur, temperature, sharpness, opacity, saturation, contrast, brightness, etc. and can save it to gallery or share.
 - Bitmap class is used to apply all these effects.
- Sudoku Game** August 2023 - October 2023
Sudoku android application (GitHub)
 - Tools & technologies used:** Kotlin, Firebase, XML
 - Built complete application based on MVVM architecture and Room database for local storage.
 - Added 3 game helpers to enhance the game play.
 - Implemented 4 in game features - undo, erase, pencil notes and hints.

KEY COURSES TAKEN

- Data Structures and Algorithms, Introduction to Computer Science, Introduction to Machine Learning, Materials at Equilibrium, Material for Energy Conversion and Storage

TECHNICAL SKILLS

- Skills:** Application Development, Data Structures and Algorithms
- Languages:** C++, Java, Kotlin, SQL, HTML, CSS, Javascript
- Frameworks:** Node.js, Express.js
- Tools:** Git, GitHub, Firebase, Android Studio, REST API

EXTRA CURRICULAR ACTIVITIES

- Member of Aaftaab 2022 Sept. 2022 - Oct. 2022
- Secured 2nd position in inter departmental hackathon in app development March 2023
- Qualified internal hackathon for SIH 2022