Yogesh Laxman

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EDUCATION

Aug 2019 – May 2021 (Expected Graduation) **University of Florida, Gainesville, FL** **GPA:** 3.86 / 4.00

- *MS in Computer Science* at the Herbert Wertheim College of Engineering. Coursework includes Distributed Operating Systems, Database Systems Implementation, Computer Networks, and Blockchain.

Aug 2012 – May 2016 **Maharaja Agrasen Institute of Technology, New Delhi, India**

- *Bachelor of Technology in Computer Science Engineering*. Coursework included Database Management Systems, Advanced Data Structures, Artificial Intelligence, and Analysis of Algorithms.

SKILLS

Programming Languages:	C#, Java, C, C++, JavaScript, Elixir, SQL, Python
Web Technologies:	Node, React, Angular 6, HTML5, JSON, CSS, JSX
Databases:	MySQL, Oracle, PostgreSQL, MongoDB
Frameworks / Tools:	Spring Boot, GIT, Junit, AWS, Adobe EM CQ6, HP ALM, Selenium, Eggplant, UFT
VR/ML Research Tools:	Unity3D, Google DialogFlow, Daz3D, Blender

EXPERIENCE

May 2020 – Present **University of Florida**, *Research Volunteer*

- Conducting research under Dr. Lok on Virtual Reality, HCI and Machine Learning to facilitate social interactions using virtual humans and studying participant interaction with virtual patients for Nursing and Dentistry projects.
- Upgraded existing systems and virtual patients to enhance the web-based virtual human interaction platform – VPF 2.0.

May 2018 – July 2019 **Gaily Gaming LLP**, *Software Engineer*

- Architected the back-end and front-end systems to prioritize reusable components for 3 projects on Android platform.
- Led and managed the team of 2 developers, 1 3D artist and 1 QA that included tasks of a scrum lead like doing daily standup meetings, creating scripts as per game design and debugging **C#** scripts as a part of maintenance.
- Developed end to end features (UI, Rest APIs, database logic) for the studio's website where customers could interact with game content using HTML, SCSS, Typescript, ReactJS, Spring Boot.

Dec 2016 – Apr 2018 **Accenture Solutions**, *Associate Software Engineer*

- Migrated manual functional testing to an automated approach using Selenium, which saved over $40,000 per release for our client as well as over 200 developer hours.
- Performed quality assurance tests on 2 individual projects for Georgia QA team using automation by collaborating with clients to triage and resolve issues in client software.
- Collaborated with 4 different teams on applying Software Testing Life Cycle (STLC) principles and best practices and Testing Automation frameworks on various healthcare modules.

May 2016 – Nov 2016 **KPMG Global Services**, *Analyst*

- Awarded OnSpot award for modeling content for over 500 web pages across three industries on kpmg.com/Global while adhering to KPMG's design system Worked with Microsoft's Content Management Server.
- Maintained search and navigation functionality of the KPMG Global site.

PROJECTS

- **Crystal Chitra** (C#) – Published a Block Breaker game on Android store using Unity3D as the game engine. Created all game assets, animations, and videos using Blender and composed custom music and sounds using FL Studio.

- **Actor Model Applications in Distributed Operating System** (Elixir) – Modeled backend of Twitter-based engine using Elixir and frontend using Phoenix web framework. Performed Push-sum and Gossip communication protocols using Elixir on 2D grid, 3D torus grid and honeycomb topologies. Implemented 'Tapestry P2P Network' using distributed hash tables based on research paper.

- **Blockchain-based M&A Smart Contracts** (Solidity) – Implemented a smart contract for merger and acquisitions using Solidity. Worked on JavaScript, HTML/CSS for the front-end and Node.js and web3.js, an Ethereum JS API, to interact with smart contracts.

- **Database Systems Implementation** (C++) – Devised a single-user DBMS in C++ that supports a subset of SQL. Implemented heap and file sort to manage database records through relational algebra operations.

- **BitTorrent P2P Simulator** (Java) – Built a BitTorrent P2P simulator by implementing TCP connection and socket-programming to distribute file chunks by the choking/unchoking mechanism between peers.