Yogesh Laxman

+1 352 870 8778 | yogesh.laxman@outlook.com | yogesh-laxman | YogeshLaxman | yogeshlaxman.tech
Gainesville, FL

EDUCATION

M.S in Computer Science, *University of Florida, US* — Aug 2019 – May 2021
Coursework: Projects in Distributed Operating Systems, Projects in Database Systems Implementation, Computer Networks, Blockchain, Projects in Network Data Streaming, Digital Multimedia Systems
GPA: 3.86/4.00

B. Tech in Computer Science Engineering, *Guru Gobind Singh Indraprastha University, India* — Aug 2012 – May 2016
Coursework: Database Management Systems, Advanced Data Structures, Artificial Intelligence, and Analysis of Algorithms.

SKILLS

Programming Languages:	Java, C#, C++, Elixir, SQL, Python, Solidity
Web Technologies:	HTML, CSS, JavaScript, JQuery, Redux, ES6, Bootstrap, Node, React, Angular, JSON, JSX
Databases:	MySQL, Oracle, PostgreSQL, MongoDB
Frameworks / Tools:	Spring Boot, REST, GIT, Junit, AWS, Adobe Experience Manager, HP ALM, Selenium, UFT
VR/ML Research Tools:	Unity3D, Google DialogFlow, Daz3D, Blender

EXPERIENCE

Graduate Student Researcher, *VERG lab, University of Florida* — May 2020– Present
- Conducting research under Dr. Lok on VR, HCI, and Machine Learning to train and study 50+ medical professionals.
- Upgraded existing systems to incorporate speech recognition and automated the responses of 3D virtual patients using Google DialogFlow that led to a 40 percent decrease in the overall manual effort of the team.
- Supporting 4 healthcare instructors from School of Advanced Dental Sciences and College of Nursing, to build a web-based platform for a better learning experience of over 200 medical students through interaction with automated virtual patients.

Senior Software Engineer, *Gaily Gaming LLP* — May 2018 – Jul 2019
- Developed end to end features (UI, Rest APIs, database logic) for the studio's website where customers could interact with game content using HTML, CSS, Typescript, React, and Spring Boot.
- Architected and implemented back-end and front-end systems to prioritize reusable components for 3 projects on Android.
- Led and managed a team of 2 developers, 1 3D artist, and 1 QA that included tasks of a scrum lead.

Associate Software Engineer, *Accenture Solutions* — Dec 2016 – Apr 2018
- Migrated manual functional testing to an automated approach using Selenium, which saved over $40,000 per release for our client as well as more than 200 developer hours.
- Solely responsible for executing over 1000 test cases and raising 10+ critical defects by collaborating with clients to triage and resolve issues in client software during 7 upgrade projects.
- Programmed an automated Log Collector tool for regression testing that enhanced team productivity by 25 percent.

Analyst, *KPMG Global Services* — May 2016 – Nov 2016
- Created and published over 300 web pages across 3 industries on kpmg.com while adhering to KPMG's design system.
- Awarded OnSpot award for exceptional performance in the Global Digital Marketing team for a major upgrade project.

PROJECTS *(github.com/YogeshLaxman)*

Virtual Reality/ Machine Learning Applications *(Self-Initiated Projects)* **–** — Jan 2020 – Present
Technologies: C#, Unity3D, DialogFlow
- Created a web-based 3D Virtual Assistant for providing automated responses to COVID-19 using API calls.
- Developed a Health Training App that uses Augmented Reality to study body movements and give feedback.
- Published a Block Breaker game on the 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.

Blockchain-based M&A Smart Contracts — Jan 2020 – Apr 2020
Technologies: Solidity, Apache Ganache, Node
- Used InterPlanetary File System to store files and deploy blockchain smart contracts on Ganache framework.
- Worked on HTML/CSS, and JS for front-end and Web3.js Ethereum API, to interact with smart contracts.

Database Systems Implementation – — Jan 2020 – Apr 2020
Technologies: C++
- Devised a single-user DBMS in C++ that supports a subset of SQL and relational algebra operations.
- Implemented heap and file sort to manage database records through relational algebra operations.

Actor Model Applications in Distributed Operating System – — Sep 2019 – Dec 2019
Technologies: Elixir, Erlang, Phoenix Web, ETS storage
- Successfully implemented a paper on 'Resilient Tapestry Overlay' using back pointers and DHTs.
- Modeled backend of Twitter-based engine using web-sockets with GenServer architecture.

BitTorrent P2P Simulator – — Sep 2019 – Dec 2019
Technologies: Java
- Built a BitTorrent P2P simulator by implementing TCP connection and socket-programming to distribute file chunks by the choking/unchoking mechanism between peers.