Yogesh Laxman

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EDUCATION

M.S in Computer Science, *University of Florida, US (**GPA**: 3.91/4.00)* Aug 2019 – May 2021

Coursework: Projects in Distributed Operating Systems, DB Implementation, Computer Networks, Blockchain, Network Data Streaming

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

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

EXPERIENCE

OPS Student Assistant, *CAS Lab, University of Florida* Oct 2020– Present

- Working in collaboration with Dr. Masoud Gheisari and Dr. Idris Jeelani for training employees working in a construction site about working safely with UAVs/drones using virtual and augmented reality.
- Architected and implemented back-end and front-end systems to prioritize reusable components for 3 platforms including Android, WebGL and Windows.
- Led and managed a team of 2 developers, 1 3D artist, and 1 QA that included tasks of a scrum lead.

Graduate Student Researcher, *VERG Lab, University of Florida* May 2020 – Present

- Conducting research under Dr. Benjamin Lok on VR, HCI, and Machine Learning to train 50+ medical professionals.
- Developed end to end features (UI, Rest APIs, database logic) for the Research Lab's website where medical professionals could interact with virtual patients using HTML, CSS, Typescript, React, and Unity WebGL deployed at AWS.
- 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.

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

- Updated and published over 300 web pages across 3 industries on kpmg.com while adhering to KPMG's design system.

PROJECTS *(Visit my website **yogeshlaxman.tech** or **github.com/YogeshLaxman**)*

Virtual Reality/ Machine Learning Applications *(Self-Initiated Projects)* – Jan 2020 – Present

- 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.

Technologies: C#, React, NodeJS, HTML, CSS, Unity3D, GCP, DialogFlow, BigQuery

Blockchain-based M&A Smart Contracts *(Academic Project)* – Jan 2020 – Apr 2020

- 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.

Technologies: Solidity, Apache Ganache, Node

Database Systems Implementation *(Academic Projects)* – Jan 2020 – Apr 2020

- 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.

Technologies: C++

Actor Model Applications in Distributed Operating System *(Academic Projects)* – Sep 2019 – Dec 2019

- 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.

Technologies: Elixir, Erlang, Phoenix Web, ETS storage

RESEARCH EXPERIENCE

- Studying implicit bias in over 200 medical students through interaction with automated virtual patients under 4 healthcare instructors from School of Advanced Dental Sciences and College of Nursing.
- Conducting research for School of Construction management to train construction workers about working safely with drones by studying data collected by OSHA over the last 10 years.

ACHIEVEMENTS

- Academic Achievement Award: Received a scholarship of $4500 from the University of Florida.
- Awarded OnSpot award for exceptional performance in KPMG Global Digital Marketing team for a major upgrade project.
- Ranked in the top 4 percentile out of around 1 million other students in the All-India Engineering Entrance Exam in 2012.