ANISH YADAV

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Personal Website ◇ Portfolio ◇ GitHub ◇ Email ◇ LinkedIn

EDUCATION

Master of Science in Information Systems, Santa Clara University   June 2021
Relevant Coursework: Web Programming, Database Management, Cloud Computing Architectures

Bachelor of Technology in Metallurgical Engineering, IIT Bombay   August 2018
Relevant Coursework: Computer Programming, Electrical Circuits

SKILLS

Programming Languages	Python, JavaScript, Java, C, C++
Frontend Technologies	HTML, CSS, jQuery, React, Redux, AJAX, npm, TypeScript
Backend Development	PostgreSQL, MongoDB, Node.js, Flask, Django, GraphQL, REST APIs
Tools & Platforms	Linux, Git, Heroku, Firebase, AWS, Docker, Kubernetes

PROJECTS

Photo Memory App - MERN
- Developed a full-stack web application that allow users to upload images in blog posts with like functionality and CRUD actions on posts
- The app uses Node.js for run-time environment, Express.js for setting up the server, React for designing the frontend and mongoose for building database schema

Blogging Website - Flask + SQLAlchemy
- Implemented a blogging website where users can create accounts, update personal information, edit & delete specific posts, comment on posts and upload images
- The web application uses the Flask framework and leverages the flask-sqlalchemy library for managing database and providing CRUD functionality

eCommerce Website - Django
- Built an eCommerce website using Django which replicates behaviour of real-life online retail store websites and allow customers to buy products and make payment
- Shopping cart functionality and payment setup is done using Stripe, Bootstrap is used for styling, and Jinja2 template format is followed for creating webpages

Quiz App - React
- Deployed a quiz app generating a new and random set of 10 questions every time a user click on start button and play the game
- The app is written with TypeScript, designed using Material UI and makes asynchronous API calls to open-trivia database for fetching game data

Quiz App - React
- Deployed a quiz app generating a new and random set of 10 questions every time the game is played
- The app is written with TypeScript, designed using Material UI and makes asynchronous API calls to open-trivia database for fetching game data

EXPERIENCE

Atollogy   Apr 2020 - Dec 2020
Data Analyst Intern   *Santa Clara, CA*
- Automated process of extracting license plate numbers from vehicle images to eliminate errors and increased operational efficiency by 5%
- Developed a customized evaluation matrix for correcting license plate numbers differing by single digit and reduced human effort by 90%
- Trained Random Forest classifier model to account for missing data, cross-validated results with manual entries and achieved 95% prediction accuracy