YASH CAPOOR

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PROFILE

- Passionate Full-Stack Polyglot Staff Engineer who enjoys solving complex real-world problems to deliver high-quality, customer-centric applications.
- Skilled in architecting and implementing state-managed frontend applications that effectively visualize complex data.
- Proficient in designing secure, performant, scalable backend microservices for optimal performance and cost-efficiency.
- Hands-on engineer who leads lean, efficient, and autonomous teams while ensuring strong alignment and commitment to achieving exceptional results.
- Agile, self-motivated, and adept at rapidly learning new development languages, platforms, frameworks, and tools.

EXPERIENCE

Staff Software Engineer

April 2022 – Present

Soroco

Bangalore, India

- Scaled Scout web application to 22 developers, converting it to a modular Angular 18 application with 50+ standardized components.
- Led effort to standardize architecture, best practices and development practices across product teams, improving velocity by 40% with 0 missed deliveries in over 2 years
- Unit, Integration and E2E test coverage of ¿80% and zero Po/P1 production issues in over a year.
- Led development of **Standardized Component Library**, improving feature delivery time by 40%
- Improved **Unit test** coverage to >80%, introduced and drove Cypress based **Integration and E2E tests with** >**70% coverage**, leading to **zero Po/P1 production issues** in the past 14 months.
- Explored ways to visualize GitHub collaboration in a classroom setting

Senior Software Engineer

Feb 2020 - March 2022

Soroco

Bangalore, India

EDUCATION

Southwestern University

Georgetown, TX

Bachelor of Arts in Computer Science, Minor in Business

Aug. 2018 – May 2021

Blinn College

Bryan, TX

Associate's in Liberal Arts

Aug. 2014 - May 2018

PROJECTS

Gitlytics | Python, Flask, React, PostgreSQL, Docker

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- · Used Celery and Redis for asynchronous tasks

Simple Paintball | Spigot API, Java, Maven, TravisCI, Git

May 2018 - May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R **Frameworks**: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib