

Yash Karande

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Summary

A hardworking, dedicated and highly motivated student looking for a responsible career opportunity at your organization, where I can utilize my training, programming and management skills, human resource, while making a significant contribution to the success of the organization.

Education

BE, Computer Engineering (SPPU) (2016-2020)

Sandip Institute of Technology
and Research Center, Nashik.

CGPA: 7.80 / 68.64%

HSC, Science (Maharashtra Board)

(2014-2016)

KTHM, Nashik

74.77%.

SSC (Maharashtra Board)

(2014)

GGSPS, Nashik

86.60%.

Projects

1. **Internal Job Posting:** A pure REST API project built with Slim, PHP and PostgreSQL for internal hiring of employees in an organisation.
2. **Kitchen dashboard:** Made to automate daily tasks required in mess services. Written in Angular with Firebase as database and used firebase functions for crons.
3. **Secured e-Assessment using blockchain:** Main objective was to eradicate the flaws in examination systems that use traditional database systems with the use of blockchain. Made with Hyperledger fabric, Angular and Node.js.
4. **To-Do app:** Made for Hackerearth's StackHack 1.0, which consists of frontend made in Angular and backend with Node.js with MongoDB as database.
5. **Event management dashboard:** A client side application written in angular for management of guests, speakers, audience, etc.
6. **CSV to Table:** Client side application which imports CSV and displays it in tabular format also providing the user to sort, search & merge data.
7. **Image classifier:** An image classifier made using python and tensorflow.

Skills

1. **Frameworks/technologies:** Angular, Slim, Node.js, Flutter.
2. **Programming languages:** Typescript, PHP, C++, Java, Python
3. **Databases:** Firebase, PostgreSQL, MongoDB.
4. **Others:** Git, Bash.

Courses

1. **Machine Learning** - Andrew Ng (Coursera)
2. **Flutter and Dart - The Complete Guide** - Maximilian Schwarzmüller (Udemy)
3. **Blockchain Basics** - Bina Ramamurthy (Coursera)

Hobbies/ Interests

1. Maintaining and building custom roms and kernels for android devices.
2. Making UI/UX designs on Adobe XD and Figma.
3. Creating various other content like illustrations and cinematic videos.