YASH ROHATGI

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EDUCATION

BACHELOR OF COMPUTER SCIENCE @ UNIVERSITY OF WATERLOO

September 2020 - May 2025 — Cumulative average: 92.5%, GPA: 3.9

SKILLS

Languages: Java, Python, Javascript, Typescript, C, C++, R, C#, SQL, Bash, HTML/CSS, Racket, Dart
Technologies: MongoDB, Express.js, React.js, Node.js, Bootstrap, Git, Flask, Heroku, Flutter, Tensorflow, Keras

EXPERIENCE

FULL STACK WEB DEVELOPER @ IMAGINE COMMUNICATIONS

May 2021 - August 2021

- Automated translation of **1000+ MSSQL** functions to **PostgreSQL** using a custom **Python** script.
- Wrote automated unit tests for **40+** API endpoints using **Jasmine** and **Protractor** modules with **Typescript**.
- Developed custom **C#** database migration tool to transfer customer data from **MSSQL** to **PostgreSQL**.

PROJECTS

NÜTRIENT

github.com/rohatgiy/nutrient

- Developed a daily nutrient tracker designed to help **20+** active users record nutrient consumption.
- Frontend designed using **React** with **Bootstrap** to create a robust UI with **5+** responsive webpages.
- Backend is a **RESTful API**, built using **Node** and **Express**, that communicates with **MongoDB** database using **Mongoose**.
- Passwords encrypted using **bcrypt.js**, user authentication handled using **Passport.js**.

HOOPSHUB

github.com/rohatgiy/hoopshub

- Created a Google Chrome extension that sets reminders and find streams for upcoming NBA games, published and available to download on the **Chrome Web Store**, currently serving **10+** users.
- Pop-up makes use of **Bootstrap** and custom **CSS** styling to create a clean UI.
- Uses **Javascript** for **AJAX requests** and **HTML DOM** manipulation for game time and streaming functionalities.

PROBABALL

devpost.com/software/probaball

- Engineered a neural network to predict the outcome of NBA games using **Tensorflow** and **Keras**.
- Backend is a **Flask** application written using **Python**, redirects user to pages styled using **Bootstrap**.
- Model trained with **13000+** unique entries and performs with **60-70%** accuracy.

MONONOTE

tinyurl.com/mononote

- Built a note-taking application that stores user's notes, allowing for edit and delete functionality.
- Published to the **Google Play Store**, accumulated an international user base over the app's lifetime.
- UI designed using **Flutter** framework and written in **Dart**. Notes stored locally using **SQLite** database.