# 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, Javascript, Typescript, Python, HTML/CSS, C#, C, Racket, Dart

Technologies: MongoDB, Express.js, React.js, Node.js, Bootstrap, Git, Flask, Heroku, Flutter, Tensorflow, Keras, SQL

### **EXPERIENCE**

#### **FULL STACK WEB DEVELOPER @ IMAGINE COMMUNICATIONS**

May 2021 - August 2021

- Wrote automated unit tests for 40+ API endpoints using Jasmine and Protractor modules with Typescript.
- Created a Python script to automatically translate 1000+ MSSQL scripts to PostgreSQL.
- 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 <u>tinyurl.com/mononote</u>

- 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.