YASH PATEL

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EDUCATION

Fanshawe college — London, Ontario

Sept 2022 - April 2024

Business and information systems architecture

GPA: 3.83

TECHNICAL SKILLS

Programming: JavaScript, TypeScript, Python, C++, Shell/bash

Software & Tools: Backend: NodeJS, MongoDB, MYSQL, Django, MS SQL,

FrontEnd: ReactJS, React Native, GatsbyJS, NextJS, HTML & CSS/SCSS, Jest **Networking:** TCP/IP, DHCP, NAT, DNS, VPN, HTTP, HTTPS, FTP, SSH **Others:** Git/Github/Bitbucket, Jenkins, Docker, AWS, VxRails, Cisco router,

Swtiches, Firewall, Load balancers, Microsoft 365, Azure, Virtualization, Active Directory

WORK EXPERIENCE

CRESCIBIT TECHNOLOGY — SOFTWARE ENGINEER

February 2022 - July 2022

- Developed user interface components for TypeScript-based web and mobile applications using the React ecosystem, using ReactJS and React Native to build app and UI components from prototypes and wireframes
- -Worked with Redux architecture to improve the performance of websites and mobile applications, optimizing data flow and minimizing unnecessary updates
- Conducted user research and gathered feedback to inform the design and development of iHorology, ensuring that the app was user-friendly and met the needs of its target audience

TERASOLOGY — GOOGLE SUMMER OF CODE

May 2021 - August 2021

- Orchestrate and implemented Jenkins pipeline to automate module generation process which collect Omega modules from Terasology Organization. This includes working on Python scripts and Github API to fetch modules.
- Modernized the blog search system and drilled it to improve blog search by adding different attributes. Migrated Gatsby from V2 to V3, updated all the packages. Deployed Module Site using Github Action on gh-pages. Improved visuals (UI/UX) of ModuleSite.

CIRCUITVERSE — OPEN-SOURCE CORE CONTRIBUTIOR

February 2020 - May 2020

- Developed a issue reporting tool to report bugs while using the simulator to community by slack API integartion. Worked on existing UI bugs that existed throughout the platform and introduce Hex-dex-oct converter to simulator.
- Became part of core team to revamp the simulator source-code with it's UI.Revamped UI of CircuitVerse platform making it modern and increase usability.

PROJECTS

KANBAN BOARD REACTJS, FIREBASE

- An agile project management tool designed to manage projects. Kanban boards use cards, columns, and continuous improvement to help technology and service teams commit to the right amount of work.

AGAR.IO MULTIPLAYER GAME

P5 JS, SOCKET.IO

- Created a Multiplayer game that use transform, translate, scale function to move screen and Socket.io library to share the player position live

AUTOMATED GATSBY DEPLOYMENT WITH JENKINS

BASH. GIT OPERATIONS

- Automated Gatsby deployment using CI/CD pipeline to build Gatsby site everytime during a new commit and to deploy it to Github pages.

MAZE GENERATOR

HTML CANVAS API, JAVASCRIPT

- Enact an one dimensional grid using js and instead of rectangle created lines to use maze generator algorithm efficiently.