

Yash Hindka

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EDUCATION

University of Wisconsin-Madison Madison, WI
Bachelor of Science in Computer Science with Highest Distinction September 2019 - December 2021
GPA: 3.98/4.0
Selected Coursework: Artificial Intelligence, Operating Systems, Algorithms, Database Management Systems, Information Security, Optimization, Machine Organization & Programming

SKILLS

Programming Languages: C++, C, Python, Java, JS, HTML, CSS, C#, Swift
Software: ROS, ReactJS, Spring Boot, TensorFlow, Xcode, MATLAB, Unity

EXPERIENCE

Software Engineering Institute

Embedded Software Engineer

June 2023 - Present

- Worked to verify nuclear requirements for U.S. Air Force program

Raytheon Missiles & Defense

Software Engineer I

January 2022 - May 2023

- Worked on embedded Linux software called Cooperative Engagement Capability (CEC) for U.S. Navy
- Led efforts to design, implement, debug, and test significant improvements to radar tracking algorithms on complex, multi-threaded C++ code base; coordinated with engineering fellows/SMEs throughout process
- Implemented and tested multi-threaded C++ web socket code using Boost Beast library to enable two-way communication between critical components
- Created REST API using C++ to retrieve system status and perform operations on system
- Developed MATLAB scripts to analyze simulation data, allowing team to verify requirements were met
- Crafted full system BDD tests using Gherkin, Squish, and Python as well as C++ unit tests through the GoogleTest framework

Leidos

Software Developer Intern

May 2021 - August 2021

- Interacted with a team to migrate an outdated SQL Server database to AWS and develop a streamlined website that reduced redundancy within a legacy warehouse management system
- Used ReactJS to create a frontend system that used a REST API to interact with a Spring Boot backend

RESEARCH & PERSONAL PROJECTS

UW-Madison Human-Computer Interaction Lab

- Conducted AR research with Microsoft HoloLens that involved creating a customizable workspace for the lab's Panda robotic arm using ROS, C# in Unity, ROS# (open-source library), and Python
- Experimented with various heuristics for research that involved optimizing a camera drone's position such that a user remotely operating a Panda robotic arm would have the best view; Used ROS and Python.

Mobile Apps

- **Iron Workout** - App that randomly generates a strength workout given user's fitness level and which muscles he or she wants to target; app successfully guided friends who wanted to begin their fitness journey. Developed using Swift in Xcode.
- **Deer Hunter 2D** - Arcade-style shooting game where user plays through increasingly difficult levels and earns coins to purchase upgraded weapons and ammunition. Developed using C# in Unity.