

**Yash Bhambhani**  
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## Objective

Senior with good programming, problem-solving, and soft skills looking for a full-time position as a Software Developer.

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## Education

**Bachelor's in Computer Science**  
California State University, Fullerton CA  
**Honors:** Dean's List (3 semesters)

**Expected Graduation: May 2020**  
GPA: 3.5

**Bachelor's in Computer Science and Certified Graphic Designer**  
LA Pierce College, Woodland Hills CA

**Jan 2016-Dec 2017**  
GPA: 3.2

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## Relevant Coursework

- Software and Web Development
- Object-Oriented Programming and Data Structures
- Machine Learning and Data Science
- Artificial Intelligence and Algorithms

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## Work Experience

**California State University, Fullerton – Research Assistant**

**Summer 2019–Present**

► **Construction of 3D Face-Ear Multimodal Dataset for Biometric Authentication**

*Spring 2020 - Present*

Dataset will be designed for evaluating the performance of biometrics and machine learning approaches on 3D images. Minimum of 50 volunteering subjects will get their pictures taken of their face and ear.

Used: **Mynt Eye P (3D Camera), Python, Raspberry Pi, ANN, Scikit-learn, TensorFlow, Keras, Numpy**

► **Multimodal Biometrics via Discriminant Correlation Analysis**

*Summer 2019*

Developed detectors that would **extract, fuse and train features** from voice and face samples found in MoBio dataset, to predict the biometric identity of a trained sample across various imposter samples. Model was trained using traditional Machine Learning classifiers: SVM, LDA, QDA, RF, and k-NN.

Used: **Python, DNN, Scikit-learn, TensorFlow, Keras, Librosa, Open-CV, Numpy, Pandas**

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## Academic/Personal Projects

**Super Mario – Game Development 2**

*Fall 2019*

Developed 2 worlds of the well-known Mario with 4 sub-world each, using pygame and PiskelApp to make sprites. Project consisted of sounds, scoring, lives, and all the other components of Mario.

Used: **Python, Pygame, PiskelApp, Visual Studio Code**

**Crossy Roads– Game Development 2**

*Fall 2019*

Developed the famous game Crossy Roads using unreal engine, and its blueprint programming. Added chicken as the main player and cars, trucks, and railroads as the obstacles.

Used: **Unreal Engine, C++, MagicaVoxel**

**Library Portal Web App – Software Engineering 2**

*Spring 2019*

Developed a portal that allows students, and admins to create accounts, rent/turn in books, and request for new books.

Used: **C#, MySQL, HTML, CSS, JavaScript, Adobe Illustrator, Visual Studio**

**Moving Basketball Hoop – Personal Project**

*Summer 2019*

Used Raspberry Pi to control motors, which moved the hoop along horizontal axis to increase the difficulty of the game.

Used: **Python, Raspberry Pi**

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## Technical Skills

<b>Programming Languages</b>	: Python, C/C++, JavaScript, HTML5, SQL, CSS, Node.JS, React, Bootstrap, PHP
<b>Tools and IDEs</b>	: Visual Studio Code, Sublime, Visual Studio, Photoshop, InDesign, Illustrator
<b>Project Management, OS</b>	: GitHub, GitLab, OneNote, Google Drive, Slack, Windows, MAC, Linux

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## Volunteer Experience

**Minuteman Press, Northridge, CA – Graphic Designer & IT Head**

**Jan 2016–Aug 2017**

Created print ready graphic files for all business needs and managed the office network of the print store.