Yash Bhambhani | Fullerton, California

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Objective

Graduate with excellent programming, reliable problem-solving, and critical soft skills looking for a full-time position as a Software Developer.

Education

Bachelor's in Computer Science	**Graduated: May 2020**
California State University, Fullerton CA	GPA: 3.3

Honors: Dean's List (4 semesters)

Bachelor's in Computer Science and Certified Graphic Designer	**Transferred: Dec 2017**
LA Pierce College, Woodland Hills CA	GPA: 3.2

Relevant Coursework

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

Work Experience

California State University, Fullerton – *Research Assistant*   **Summer 2019 – Spring 2020**

▶ **Construction of 3D Face-Ear Multimodal Dataset for Biometric Authentication**   *Spring 2020*

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**

Academic/Personal Projects

Emotion Detector – *Personal project*   *June 2020 - Present*

Developing a web-app that utilizes CNN to accurately detect emotions (happy, angry, neutral, sad, and angry) off a live feed using a custom-built dataset, which will be deployed on portfolio.

   Used: **Convolutional Neural Network**, **Python, Keras, Flask, Open-CV, Numpy, Pandas**

COVID-19 Tracker – *Front End Web Dev 2*   *Spring 2020*

Developed and deployed a webpage that pulls and publishes COVID-19 statistics (number of active, recovered, and fatal cases) by utilizing MathDriod API. Designed custom logo and icons for the webpage on Adobe Illustrator.

   Used: **REACT, Bootstrap, Adobe Creative Suite, GitHub pages**

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**

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**

Technical Skills

Programming Languages	: Python, C/C++, JavaScript, HTML5, SQL, CSS, Node.JS, REACT, jQuery, Bootstrap
Tools and IDEs	: Visual Studio Code, Sublime, Visual Studio, Rest APIs, Photoshop, InDesign, Illustrator
Project Management, OS	: GitHub, GitLab, OneNote, Google Drive, Slack, Windows, MAC, Ubuntu, KaliLinux

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.