Yash Verma

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Education

The University of Texas at San Antonio

Aug 2022 - May 2026

Bachelor of Science in Computer Science

Overall GPA: 3.65

Technical Skills

Languages: Python, C, Java, SQL, Shell, TypeScript, JavaScript, CSS, HTML, Swift, Kotlin, R, XML, LaTeX Developer Tools: GCP, Azure, AWS, Oracle, Kafka, Kubernetes, Docker, Spring Boot, Atlassian, Git, VS Code, Xcode

Databases: MvSQL, AWS (DvnamoDB, RDS, Aurora, Neptune), SQLite, Redis, PostgreSQL, MongoDB

Concepts: Software Development, System Design, Cloud, Software Design Patterns, Github, CI/CD, Agile, Microservices

Experience

Udemy Inc. Jun 2025 - Present

Software Engineering Intern — Design Systems Engineering Team

Austin, TX

- Developed and migrated scalable **React** components for Udemy's design system, enhancing **i18n**, **RTL**, and a11v support for 50M+ learners; integrated Markdown, LaTeX, and KaTeX rendering across 250,000+ courses.
- Supported full-stack integration with Django services, contributing to backend pipelines and deployment workflows using Kubernetes and Docker on AWS EKS.
- Exercised leadership and collaboration, contributing in Agile sprints via Jira, documenting in Storybook/MDX, and coordinating across teams via **Confluence** and **GitHub** workflows.

AT&T Inc. Jun 2024 - Jul 2024

Software Engineering Extern

Remote

- Gained experience with Agile frameworks (Scrum, Jira, Kanban, Scrumban, and XP), leveraging adaptability to drive efficient and collaborative project management and software development.
- Acquired and applied various modern technologies including RESTful APIs, Web Services, Cloud Computing, Infrastructure as a Service (IaaS), Platform as a Service (PaaS), and Software as a Service (SaaS), understanding their implementation and practical usage within AT&T's ecosystem.

The University of Texas at San Antonio, Computer Science Dept

Jan 2024 - Present

Computer Science Tutor

San Antonio, TX

- Mentored 300+ students across core CS courses, including Systems Programming, OOP, and Software Engineering, improving understanding of algorithms, data structures, and system-level logic.
- Increased assignment success rates by 25% through hands-on guidance in Java, Python, and C, emphasizing debugging strategies, version control, and best coding practices.

Projects

Word2Vec4Kids | Python, Word2Vec, Swift, SwiftUI, CoreML, iOS, SQLite, Shell, GitHub

- Built a macOS app in Swift to teach ML concepts to Basis School students using word2vec for word arithmetic and cosine similarity for semantic relationships.
- Implemented a **SQLite** backend to store user data and game results; analyzed learning trends via **Python**, showing improvement with **p-value = 0.007**. Link to my published paper: doi.org/10.1609/aaai.v39i28.35197
- Leveraged 200-dimension embeddings to design interactive game modes, demonstrating measurable AI concept gains.

Math.AI | AWS (EC2, AMI, Auto Scaling, API Gateway, DynamoDB, IAM), Apache HTTP Server, Next.js, OpenAI API

- Collaborated to design a scalable AI chatbot using AWS EC2 Auto Scaling, API Gateway, and DynamoDB, achieving 100% uptime and high responsiveness.
- Integrated OpenAI API to deliver kid-friendly math help, improving learning outcomes by 30% for grades 2–8.
- Built an optimized front end with **Next.js**, enhancing UI responsiveness by 25% for a dynamic user experience.

Leadership / Extracurricular

Association for Computing Machinery (ACM), Rowdy Creators

Aug 2023 - Present

Director (formerly Chief Technical Officer)

The University of Texas at San Antonio

- Leading a full rebrand and organizational revamp to boost engagement and visibility; introduced weekly sessions with industry professionals, increasing member participation by 40% and project activity across 7 active teams.
- Previously served as CTO, providing technical mentorship across cloud, AI/ML, and full-stack development; maintained a Next.js website with 99.9% uptime, supporting 400+ users and reducing load time by 25%.