Yash Soni

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Education

B.Tech. - Information &
Communication Technology
DAIICT, India
2008 - 2012 • CGPA (7.34/10)

Coursework

Algorithms
Data Structures
Cryptography
Semantic Web
Advanced Animation
Game Design

Programming

C | C++ | C#
Java | SQL | ASP .NET
Javascript | HTML5 | CSS

Software

Photoshop | Flash
Illustrator | Unity 3D
3ds Max | IntelliJ Idea
Visual Studio | Matlab

Operating System

Windows 8,7,Vista
Mac OSX 10.8
Fedora 10

Interests

Digital Painting
Calligraphy
Table Tennis
Graphic Designing

Experience

Product Engineer - User Interface   *Nov '12 - current*
Sprinklr • Gurgaon, India
front-end developer • developed user friendly web based drag-n-drop flowcharting
interface using HTML5, Backbone.js and jsPlumb • constantly ensuring use of
proper design patterns to make scalable UI in the future

Business and Technology Analyst   *July '12 - Oct '12*
Deloitte US-India • Hyderabad, India
created software to automate the creation of XML files needed for ETL • reduced
rule creation time by 80%

Research Scholar / UI developer   *May '11 - August '11*
Human Development Lab • CMU, Pittsburgh   *(Internship)*
kinesthetic learning - developed motion sensing games to gamify Textbook content
• mentored students and prepared software boot-camps to help new mentees

User Experience Researcher   *June '10 - July '10*
USID Gurukul, IIT Kanpur • Kanpur, India   *(Internship)*
evaluated prototype using think-aloud studies • conducted contextual user interviews
• was one of the 48 students selected from all over India

Past Projects   *www.YashSoni.com/portfolio_academics*

Kinectotherapy   *www.kinectotherapy.in*
rehabilitation system to aid patients with motor disorders using motion
sensing exercise routines • wide media coverage in News Papers, Journals and TV •
won 2nd prize in Microsoft Imagine Cup India

MILLEE   *www.millee.org*
head UI designer • helped completing an academic year long pilot in Hyderabad
to evaluate the integration of mobile phone games that teach English skills into
the school curriculum • completed CITI training for Social & Behavioral Research

Playpower	8-bit educational games
Algorythmus	online learning environment
Semantic Web	implemented RDF data stores based on partitioning techniques
Space Recyclers	3D game uisng Panda3D game engine
PC Remote	controlling computer using a TV remote
Freelancing	logo, posters, business card, corporate Identity

Awards and Leadership

Microsoft Imagine Cup India - Software design - Runners Up (2012)
One among the 48 students selected from all over India for USID Gurukul
10/100 Entrepreneurship challenge - Winner (2009)
Teaching Assistant for Study hours (Winter Semester) in DAIICT (2012)
Mentored students under ROWDI, a research project based at CMU, USA (2011)
Head Web & Graphics designer of Synapse, annual festival of DAIICT (2009)

Publication

"Play Exemplars from Playpower.org", Derek Lomas, Kishan Patel, Dheeraj Medikonda,
Yash Soni, Dixie Ching at International Academic Conference on Meaningful play,
October 21-23, 2010, Michigan State University, Michigan.

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