

Yash Chennawar

yash.chennawar@gmail.com | (732) 997-2018 | [linkedin.com/in/yashchennawar](https://www.linkedin.com/in/yashchennawar) | github.com/yashc73080

EDUCATION

Rutgers University-New Brunswick; Honors College

September 2023 - May 2027

Bachelor of Science: Computer Science and Mathematics

GPA: 3.7/4.0

Relevant Coursework: Artificial Intelligence, Computer Architecture, Data Structures, Data Management, Linear Algebra, Multivariable Calculus, Discrete Structures I & II, Probability Theory, Quantum Computing, Intro to Algorithms, Statistics

TECHNICAL EXPERIENCE

Software Engineer Fellow

July 2024 - Present

Headstarter AI

Remote

- Building AI apps and websites for thousands of users, utilizing MVC, Agile, Git, CI/CD, and microservices on Vercel.
- Developing AI Pantry Tracker using Next.js, React.js, Firebase (NoSQL + Auth), and GPT 4o mini for text and vision.
- Creating RAG app AI Coding Assistant with Next.js, Pinecone, AWS EC2, OpenRouter, HuggingFace, and LangChain.
- Implementing an AI Flashcards website with Next.js, React.js, Firebase, OpenAI, Clerk, and Stripe.

Undergraduate Research Assistant

June 2024 - Present

Rutgers University - CABM

Piscataway, NJ

- Engineering artificial neural networks inspired by biological brain mechanisms to advance pattern discrimination tasks as solutions for the synaptic credit assignment problem under the guidance of Dr. Aaron Milstein.
- Developing with PyTorch in Python for building and fine-tuning neural network models.
- Conducting validation to optimize network performance with multithreading on Linux compute cluster with shell scripts.

Software Engineer Intern

March 2024 - May 2024

GXF Inc.

Hybrid

- Developed innovative VR and MR applications for Apple Vision Pro and Meta Quest 2 & 3, aimed at enhancing medical education and practice, such as in surgeries.
- Collaborated with cross-functional teams to design and implement immersive simulations, reducing medical errors and improving healthcare outcomes.
- Utilized Unity and C# to create interactive environments, ensuring high performance and user engagement.
- Presented project progress and outcomes to stakeholders, receiving positive feedback and valuable insights.

Robotics Tutor

February 2023 - July 2023

Steam Works Studio

Monroe Twp, NJ

- Mentored students in robotics for the World Robotics Olympiad.
- Taught Python, Java, and LEGO Spike coding, focusing on engineering principles and gear mechanics.

PROJECTS

Binder: Personalized Book Recommendations

March 2024

- Developed a website for personalized book recommendations using machine learning algorithms.
- Implemented front end with HTML, CSS, JavaScript, and back end with Python (Flask, pandas, scikit-learn).
- Designed recommendation system with TF-IDF Vectorizer and K-Nearest Neighbors.

Stock Prediction Model

February 2024

- Created an ML model to predict S&P 500 index values using historical stock open and close time series data.
- Leveraged Python libraries (yfinance, scikit-learn, pandas) and trained a Random Forest Classifier.

EXTRACURRICULAR ACTIVITIES

Rutgers Undergraduate Student Alliance of Computer Scientists

September 2023 - Present

- Developing an ML-driven model using PyTorch to predict stock performance based on financial data.
- Implementing web scraping scripts to extract financial metrics (P/B, P/E, free cash flow) with SEC Edgar API.
- Building a user-friendly application with Python for stock analysis and prediction.
- Utilizing Git for version control and collaborating on project goals and deadlines.

SKILLS

Languages: Python, Java, C, C++, C#, SQL, JavaScript, HTML/CSS, R, JSON

Frameworks/Libraries: PyTorch, Pandas, TensorFlow, OpenAI API, LangChain, Next.js, React.js, OpenRouter

Tools/Platforms: Git, Firebase, AWS, Pinecone, Linux, VS Code, REST API, Unity, Jupyter, MS Office, IBM Qiskit

Certifications/Awards: Unity VR Development, Dean's List, Gold Presidential Volunteer Service Award