

YASH CHAUGALE

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EDUCATION

G H Rasoni College of Engineering and Management
BTech in Artificial Intelligence, CGPA: 8.36

Pune, India
June 2021 - May 2025

B A Talreja Jr College
HSC, 90.50%

Badlapur, India
August 2019 - May 2021

K K Wagh English School
SSC, 80.20%

Nashik, India
August 2012 - May 2019

SKILLS SUMMARY

Languages: Java, C programming, C++, Python, SQL, HTML & CSS, Javascript
Frameworks: React, Nodejs, Express.js
Tools: Tableau, PowerPoint, MySQL
Platforms: Visual Studio Code, Jupyter Notebook, Google Colab
Soft Skills: Teamwork, Communication, Positive Attitude, Adaptable

WORK EXPERIENCE

Walmart USA Advanced Software Engineering Virtual Experience Program on Forage - April 2024

- Completed the Advanced Software Engineering Job Simulation where I solved difficult technical projects for a variety of teams at Walmart.
- Developed a novel version of a heap data structure in Java for Walmart's shipping department, showcasing strong problem-solving and algorithmic skills.
- Designed a UML class diagram for a data processor, considering different operating modes and database connections.
- Created an entity relationship diagram to design a new database accounting for all requirements provided by Walmart's pet department.

PROJECTS

Generative Model using Boltzmann Machine:

- Developed a generative model using Boltzmann Machine to simulate complex systems and generate realistic data samples.
- Optimized the model's performance by fine-tuning hyperparameters and conducting extensive experimentation.
- Presented the project to peers and faculty, showcasing the innovative approach and its potential applications

LinkTree Clone:

- Developed a Linktree clone web application using React.js for frontend and Node.js for backend.
- Designed and implemented a user-friendly interface for creating and managing multiple links in a single page.
- Integrated authentication and authorization features to allow users to securely log in and customize their link pages.

Neural Networks from scratch:

- Developed a modular neural network framework to enable easy configuration of network architecture, activation functions, and loss functions.
- Conducted experiments to train neural networks on various datasets, optimizing hyperparameters to improve performance.

Snake Game

- Developed a classic Snake Game using Java, implementing ArrayLists to manage the snake's body segments efficiently.
- Designed and implemented game logic, including snake movement, collision detection, and food generation.
- Utilized ArrayLists to dynamically manage the snake's body length, allowing for smooth and responsive gameplay.
- Implemented a scoring system and game over conditions to provide a challenging and engaging gaming experience.

Sudoku Solver

- Developed a Sudoku Solver in Java, utilizing a backtracking algorithm to efficiently find solutions for Sudoku puzzles of varying complexity.
- Implemented a recursive function to backtrack and explore all possible solutions for each cell in the Sudoku grid.

Certifications

C & C++ language certification
Java Certification

Interests

Reading, Gaming and Travelling