Yash Contractor

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Education

York University - Lassonde School of Engineering   *Toronto, ON*

B. Eng. Spec. Hons. Computer Engineering   *Sept 2019 - Apr 2024*

- **Relevant Courses**: DSA, Advanced OOP (Java), Software Design, Operating Systems, Software Requirements, Computer Security

Skills

Programming   Java, JavaScript, TypeScript, C/C++, C#, Python, Bash, HTML/CSS, MATLAB, Verilog
Technologies   React, Angular, .NET, Git, Azure, Docker, OpenGL, Postman, Octopus Deploy, Selenium Web Driver

Experience

Flinks   *Toronto, ON*

Software Engineering Intern   *Sept 2021 - Dec 2021*

- Improved productivity and decision-making of senior developers by executing an **Angular.JS** dashboard to view stored financial data in the Flinks API, reducing data analysis time by over 10x
- Tested, identified and fixed bugs using **.NET** and **Postman**, that helped the Flinks API better communicate data between clients and end users, resulting in a 5% reduction in user-reported issues
- Collaborated effectively with cross-functional teams, including designers and product managers, to meet project deadlines and maintain clear and efficient communication between departments
- Automated the extraction of end users' financial account statements from client websites using **Selenium Web Driver**, boosting data accuracy by 18%
- Engaged in company meetings, providing valuable insights that drove user-centric improvements, such as streamlined interfaces and feature enhancements, which led to an increase in customer retention by 5x

Software For Love   *Toronto, ON*

Software Developer   *May 2021 - Dec 2021*

- Implemented responsive design principles with a keen focus on optimizing webapps for various devices, resulting in an increase in mobile user engagement and seamless experiences on desktop, tablet, and mobile platforms
- Collaborated with clients to transform multi-page webapps into single-page webapps, resulting in a 30% reduction in bounce rate after implementation across three different webapps
- Enhanced the functionality a webapp by adding 5 new frontend features using **React.JS**, that helped increase user interaction by 15%
- Improved client satisfaction by identifying and correcting **React.JS** bugs, increasing the functionality by 25%

Projects

BandVita - Capstone ○   *Sept 2023 - April 2024*

- Led a team of four to develop a webapp for a smart healthband, significantly improving data analysis in medical research through a user-friendly dashboard and an **Azure** backend

YorkU Robotics - Line Following Robot ⧉   *Sept 2022 - Apr 2023*

- Designed and built an autonomous line following robot capable of tracking a black line on a predefined track using Arduino, a microcontroller platform, and light sensors
- Led the development of autonomous navigation algorithms, resulting in an improvement in the rover's efficiency when smoothly tracking the black line.

Raytracer ○   *Dec 2022*

- Developed a program that generates images based on ray directions towards the camera, based on the input

Fish-Bowl Animation ○   *Sept 2022*

- Created a JavaScript program with the OpenGL library for an animated scene featuring a rotating fish around seaweeds and a floating humanoid

Leadership

IEEE York University ⧉   *Toronto, ON*

VP Media   *Apr 2019 - April 2020*

- Led and cultivated club participation through social media accounts by connecting with over **100** students on a weekly basis to provide constant updates, as well as nurturing individuals to encourage club participation
- Successfully achieved rapid Instagram growth, attracting more than **250** engineering students in just three weeks