Yash Contractor

SKILLS

Languages: Java, JavaScript, TypeScript, C/C++, Python, C#, Verilog, Bash, HTML/CSS

Tools & Libraries: React.JS, Node.JS, Angular.JS, Git, Azure, Docker, OpenGL, Postman, Octopus Deploy, Selenium

WORK EXPERIENCE

FLINKS | Software Developer

Toronto, ON | Sept 2021 - Dec 2021

- Executed an **Angular.JS** dashboard to view stored financial data in the Flinks API, reducing data understanding time by over **10x**, boosting productivity and decision-making of senior developers
- Tested, identified and fixed bugs using Postman, that helped the Flinks API better communicate data between clients and end users which reduced the number of bugs reported by the user by **30**%
- Implemented a **C#** script using Selenium Web Driver to automate the extraction of end users' financial account statements from client websites, improving the accuracy of the extracted data by **18**%
- Communicated and initiated in internal company meetings to determine effective solutions for end-user experience, enabling a raise in user retention by 5%

SOFTWARE FOR LOVE | Software Developer

Toronto, ON | May 2021 - Dec 2021

- Collaborated with clients to re-architect two multi-page webapps into single-page webapps, resulting in a **29**% 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**%
- Increased client satisfaction by identifying and correcting React.JS bugs, increasing the functionality by 34%

EXTRA-CURRICULARS

IEEE YORK UNIVERSITY | VP Media

Toronto, ON | April 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
- Grew the Instagram platform to have **10**% of all first-year engineering students within 3 weeks of starting the club account, to notify as many students as possible regarding our events

YU ROBOTICS ROVER TEAM | Team Member

Toronto, ON | Sept 2018 - April 2019

• Refactored **Arduino** code to make the system more extensive to the hardware of a robotic arm

PROJECTS

VOTIFY

React, Solidity, TypeScript | In Development

• Created a webapp that allows a secure and reliable way to vote on a decentralized blockchain platform

RAYTRACER 2

C++ | January 2023

• Developed a program that takes the points and directions of a ray that follows towards the camera, and outputs a dedicated image based on the input

FISH-BOWL ANIMATION 7

JavaScript, OpenGL | Oct 2022

• Created a **JavaScript** program using OpenGL library to animate a fish rotating around floating seaweeds, along with a floating humanoid placed beside it

EDUCATION

BEng. Honours Computer Engineering

Sept 2018 - Apr 2024

York University

Relevant Courses: Data Structures and Algorithms; Operating Systems; Computer Security; Software Design; Discrete Mathematics