

Yash Dani

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EDUCATION

University of California, Davis

Expected: June 2021

- **Computer Science, BS | Technology Management Minor**
- **GPA: 3.65 / 4.00**
- Relevant Courses: Data Structures, Algorithm Design, Software Engineering, Object Oriented Programming, Machine Learning, Artificial Intelligence, Programming Languages

SKILLS

- **Programming Languages:** Python, C, C++, JavaScript, TypeScript, HTML, Go
- **Technologies/Frameworks:** Git, React, Angular, AngularJS, jQuery, Node.js, Express.js, AWS, Beautiful Soup, Arduino, Windows/Linux OS

WORK EXPERIENCE

Software Engineering Intern | Maximus, Inc. | Remote

May 2020 - August 2020

- Developed a website with React, Node.js, Express.js, and Flask that acts as the central hub for provisioning 5+ cloud services, resulting in easier and quicker access for the cloud engineers
- Automated AWS deployments to increase developer velocity by saving over 30 minutes per launch
- Built SSO into the website with OneLogin and Passport.js to provide user authentication

Software Application Developer Intern | Workday | Rescinded (COVID-19)

April 2020

Database Administrator | University of California, Davis

October 2019 - December 2019

- Automated the process of troubleshooting errors between a web client and Oracle database server with a Python script, saving 3+ hours of otherwise manual identification
- Standardized communication about client-server interaction between different teams of expertise by creating a UML process model reducing inefficiency due to syntactical differences

Software Engineering Intern | Viasat, Inc. | Carlsbad, CA

June 2019 - September 2019

- Designed a parser that automates the procedure of extracting information from any internal team's process audit and outputs it a CSV file, saving an average of 1 hour of an otherwise manual lookup
- Optimized users' experience with an auditing database on the front-end by rewriting 3 data visualization services from AngularJS to Angular 8
- Assembled graphical displays using Chart.js that depict audit information and incorporate filters for quick access to relevant audit features

Computer Science Tutor | University of California, Davis

January 2018 - June 2019

- Tutored students for 75+ hours in Data Structures, Algorithms, and OOP in Python, C++, and C
- Explained difficult concepts to students intuitively resulting in a 5% average grade increase
- Taught students how to debug effectively enabling them to tackle any problem they come across

PROJECTS

Project Lead, Maximus Intern Case Study

May 2020 - August 2020

- Created a COVID-19 event planning model for nonprofit Dreams for Kids DC on a team of 5
- Identified attendee pain points and analyzed our nonprofit's capabilities data to develop effective strategies for pandemic friendly event hosting
- Presented a model implementation that translated to a 10% increase in attendee satisfaction

Map Editor for Warcraft II | C++, Qt

- Developed an image parser to scan .dat image files to extract the tiles from user uploaded maps
- Created an algorithm to auto-adjust the tiles inserted by the user to adhere to Warcraft's map tile protocols resulting in an average of 5 minutes saved per map edited

Work Efficiently, Work Effectively (WEWE) | HTML, JavaScript, Bootstrap, Spotify API, Fitbit API

- Maximized employee productivity by recommending optimal times to take breaks
- Applied a machine learning model to predict when the user is stressed or frustrated by monitoring the user's heart rate with a Fitbit and their error rate while using the terminal with a Bash script
- Constructed a web app that presents stress relieving media personalized to the user which can be accessed through a desktop notification when the model determines that the user is stressed