Yash Sumant Ketkar

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EDUCATION

Indiana University, Bloomington, IN, United States   **May 2017**
Master of Science in Computer Science   GPA: 3.39

University of Mumbai, Mumbai, MH, India   **May 2015**
Bachelor of Engineering in Information Technology

EXPERIENCE

Kelley School of Business, Bloomington, IN, United States   **Aug 2016 - Present**
Software Developer

- Involved performing web development in multiple web environments and complex analysis of legacy code and using modern standards to build updated web content using modern file hosting and management systems.
- Involved participation in Software Development Life Cycle (SDLC) and communicating with technical partners and stakeholders.

Telenotes Inc., Taylorsville, UT, United States   **May 2016 – Aug 2016**
Software Engineering Intern (Android, Azure Cloud, Oracle, XML, JSON, REST Web Services)

- Collaborated with cross-functional teams to define, design and build applications for the Android platform.
- Unit-tested code for robustness, including edge cases, usability, and general reliability.
- Worked with external data sources and REST APIs as well fixed bugs and improved application performance.

ACADEMIC PROJECTS

- ***Edge Detection in Images (Python, NumPy, SciPy)***
  Performed Edge Detection on images of mountains to detect the ridge.
  Gradient strength found using Sobel Filter later used Markov Chain Monte Carlo (Gibbs Sampling) technique to find the ridge of a Mountain.
- ***Tetris Playing AI bot (Python)***
  Created a Tetris playing AI bot using a search algorithm and heuristic which followed a probabilistic approach, the heuristic was determined by using a Genetic algorithm.
- ***Search Engine for ClueWeb09 Dataset (Java, Apache Hadoop, HBase, Harp)***
  Implemented word count for web pages with Hadoop MapReduce, calculated the TF-IDF and implemented PageRank algorithm to rank all the pages.
- ***Website for United Nations Association at Indiana University (HTML, CSS, JavaScript, jQuery, Bootstrap, PHP)***
  Created a website (www.indiana.edu/~una) using jQuery and Bootstrap framework also used fontawesome toolkit.
- ***Attendance Manager (Android, Java, XML, Gradle)***
  Developed an Android application which helped manage user attendance, also implemented Google Analytics and Google Admob and deployed the app on Play Store, currently with 10,000+ installs with 350+ reviews and 4.2-star rating.
- ***eDocLite – A dynamic form building web application (Node.js, React.js)***
  Developed using ECMAScript 2016 specification in an iterative and Agile (Scrum) style. Used GitHub for version control, Travis CI for Continuous Integration and Build Automation, Code Climate for Automated Code Review.
- ***Game Maker (Java Swing, MySQL, jQuery, Phaser.js)***
  Developed a dynamic game maker application in an Object Oriented style, which allowed the user to build various arcade games like brick breaker, pong, and space invaders by adding sprites and related events to a game arena.
  Used Confluence, JIRA, Bamboo, Clover to manage the project and collaborate with the team.