

Yash Sumant Ketkar

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EDUCATION

Indiana University, Bloomington, IN, United States
Master of Science in Computer Science

May 2017

GPA: 3.28

University of Mumbai, Mumbai, India
Bachelor of Engineering in Information Technology

May 2015

EXPERIENCE

Kelley School of Business, Bloomington, IN, United States

Aug 2016 - Present

Web 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 Engineer Intern (Android)

- 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 APIs as well as bug fixing and improving application performance.

United Nations Association at Indiana University, Bloomington, IN, United States

Aug 2015 - Present

Technology Chair

- Developed a [website](#) for the student organization using **Bootstrap** and **jQuery**.
- Created a mailing list for sending newsletters and updates to members as well as managed online presence on various social networking platforms.

ACADEMIC PROJECTS

- Attendance Manager (Android App)**
Developed application using *Java*, *XML* and *Gradle*, also implemented *Google Analytics* and *Google Admob* and deployed on *Play Store*, currently with *10,000+* installs with *350+* reviews and *4.2-star* rating.
- eDocLite (Web App)**
Developed a form building *web application* using *React.js* for the UI, *Node.js*, *ECMAScript 2016*, developed in an iterative and *Agile* manner (Scrum).
- Game Maker (Web and Desktop App)**
Developed a game maker application using *JavaScript*, *Phaser.js*, *Java Spring* and *MySQL* in an Object Oriented Manner, which allowed the user to build various arcade games like brick breaker, pong, and space invaders by adding sprites and related events.

TECHNICAL SKILLS

- Languages:** Java, C/C++, Python
- Web:** HTML, CSS, JavaScript, XML, JSON, PHP, REST Web Services
- Web Technologies:** Node.js, React.js, Bootstrap, jQuery, WordPress, Azure Cloud
- Databases:** MySQL, SQL Server, Oracle, Microsoft Access
- Tools:** GitHub, JIRA, Code Climate, Travis CI, Bamboo, Confluence
- Operating Systems:** Windows, Linux, Android, OS X, iOS