Yash Sumant Ketkar

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EDUCATION

Indiana University, Bloomington, IN, United States   **May 2017**
Master of Science (MS) in Computer Science (CS)   GPA: 3.44

University of Mumbai, Mumbai, MH, India   **May 2015**
Bachelor of Engineering (BE) in Information Technology (IT)

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)
- Collaborated with cross-functional teams to define, design and build a new application from scratch.
- Followed an Agile/Scrum style of iterative development of features and collaboration using Git source control.
- Worked with external data sources having an Oracle database backend using JSON and REST APIs.
- Deployed on Play Store at : https://play.google.com/store/apps/details?id=com.telenotes.telenotesMobileApp

ACADEMIC PROJECTS
- ***Yelp Dataset Challenge (Java, Python, Jupyter Notebook)***   **Fall 2016**
  Built a Restaurant Category Predictor by training on the features extracted from the Yelp dataset using Bag of Words model and using an SVM classifier. We used the business, review and tip information from the dataset.
- ***eDocLite – A dynamic form building web application (Node.js, React.js)***   **Spring 2016**
  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.
- ***Search Engine for ClueWeb09 Dataset (Java, Apache Hadoop, HBase, Harp)***   **Spring 2016**
  Implemented word count for web pages with Hadoop MapReduce, calculated the TF-IDF and implemented PageRank algorithm to rank all the pages.
- ***Game Maker (Java Swing, MySQL, jQuery, Phaser.js)***   **Fall 2015**
  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, and Clover to manage the project and collaborate with the team.
- ***Attendance Manager (Android, Java, XML, Gradle)***   **Fall 2014**
  Developed an Android application that helped manage user attendance, also integrated Google Analytics, Admob and currently with 10,000+ installs with 350+ reviews and 4.2-star rating on Google Play Store.
  Deployed on Play Store at: https://play.google.com/store/apps/details?id=com.yashketkar.attendancemanager

TECHNOLOGIES
- **Languages:** Java, C/C++, Python
- **Web:** HTML5, CSS, JavaScript, XML, JSON, REST Web Services, Node.js, React.js, Bootstrap, jQuery, Azure Cloud
- **Databases:** MongoDB, MySQL, SQL Server, Oracle
- **Tools:** Git, Android SDK, JIRA, Hadoop MapReduce , Code Climate, Travis CI, Bamboo, Confluence