Yash Lamba

Software Engineer

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EXPERIENCE

CERN
Sep 2023 – Present

Software Engineer - Open Science Repositories (Zenodo, InvenioRDM) — *Geneva, Switzerland*
- Full-stack engineer in Open Science Infrastructure team at CERN, maintaining Zenodo and InvenioRDM
- Worked on various projects including HORIZON-ZEN - adding support for custom communities on Zenodo for EU Funded projects and other EU projects
- Built scalable solutions for supporting large research images/datasets, spam detection, background jobs processing etc.
- Responsible for maintenance, support and outreach of Zenodo and Invenio open communities

HackerRank
Jun 2021 – Aug 2023

Software Development Engineer II (2023) - SDE I (2022) - SDE Intern (2021) — *Remote*
- Primary backend engineer for building AI based plagiarism detection system, first ever in the industry
- Responsible for design, scale and cost optimisation of multiple micro-services like proctoring and plagiarism service
- Owned data generation, experimentation and testing for detection of potential biases in ML services
- Improved database question processing backend which lead to 3.5-4x faster performance
- Part of the developer experience team, responsible for the candidate and recruiter experience on the HackerRank platform
- Involved in optimising data extraction, processing and analysis to improve plagiarism detection logic and backend architecture
- Deployed the new plagiarism model, decreasing false positives by over 30% and improved test coverage by 60%

Python Software Foundation
May 2019 — Sep 2019

Google Summer of Code Student Developer — *Remote*
- **Contributed** to Intel's **DFFML** (Dataflow Facilitator for Machine Learning) project
- Added support for new machine learning algorithms implemented from scratch along with fixing issues with data IO
- Built a plugin which wraps the scikit-learn python library to work with DFFML

Addmath Research Centre Pvt. Ltd.
Dec 2018 – Jan 2019

Research and Development Intern — *Delhi, India*
- Assisted in interactively teaching school children mathematics
- Based on teaching experience, worked on tools and software (automation scripts, interactive apps, etc.) for teachers & students

EDUCATION

Cluster Innovation Centre, University of Delhi
Jun 2018 – Jun 2022

Bachelor of Technology in Information Technology — *Delhi, India*
- Major in Information Technology and Mathematics and minor in Sytems Biology; Project Manager for University's Tech Society

PROJECTS

Simulate 🔗 | *Flutter, Dart, Python, GitHub Actions*
Jun 2019
- Simulate is a collection of simulations and visualizations in a cross-platform app based on Flutter.
- Collaborative project with more than 15 contributors

Handwrite 🔗 | *Python, Docker, Flask, Gunicorn, Heroku, React, Typography, OpenCV*
Dec 2020
- Handwrite generates a custom font based on your handwriting which can be used in text editors
- Available as a Python Package (With over 7k downloads) and a Web App

BoxIt | *Flutter, Dart, NodeJS, Web Sockets, GitHub Actions*
Apr 2021
- Recreated the popular pen-and-paper game "Dots and Boxes" with Flutter
- Can be played by 2-4 players across devices

TECHNICAL SKILLS

Languages: Python, Go, Ruby, Javascript, Dart, SQL

Tools and Frameworks: Ruby on Rails, Django, Flask/Fast API, Firebase, Docker, AWS, Git, React, MySQL/PostgreSQL, CI/CD

Interests: Fullstack Development, MLOps, Software Design, Machine Learning, Open Source, Ed-tech, and Education

OTHER (ACHIEVEMENTS, OPEN SOURCE, ETC.)

- **Maintainer - Intel's DFFML Project:** Contributed to Windows support and CI/CD architecture of DFFML. Mentored 2 students under Google Summer of Code'20.
- Personal project Simulate selected for open source program Girlscript Summer of Code in 2020 and 2021. Mentored more than 80 students.
- 1st runner up, Smart India Hackathon 2019; Worked on a problem statement regarding GDPR rules in travel sites by Amadeus Software Labs.