

YASH LAMBA

Software Developer

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EXPERIENCE

HackerRank

Jan 2022 – Present

Software Development Engineer - 2

Remote

- Improved database question processing backend which lead to 3.5-4x faster performance
- Generated more than 30 features for Machine Learning based plagiarism detection system
- Shipped multiple features related to identity verification, proctoring, plagiarism and candidate experience
- Owned the data generation, experimentation and testing of the detection of potential biases in ML services

HackerRank

Jun 2021 – December 2021

Software Development Engineer Intern

Remote

- 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

New Delhi, Delhi

- 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 Systems Biology. Graduated with a score of 84.8%
- Project Manager for University's Tech Society HashInclude

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, Unicorn, 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

Other Projects | Varied Stacks

- **Road Fighter AI:** Remade NES game Road Fighter in Python. Created AI agents with Deep Q learning and NEAT
- **COVID-19 Time Series Analysis:** Analysed and predicted COVID-19 time series using deep learning

TECHNICAL SKILLS

Languages: Python, 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 Teaching

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 GirlsScript 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.