

Yash Mundra

SOFTWARE ENGINEER · INTERN

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Education

Cornell University, College of Engineering

Ithaca, New York

B.S. IN COMPUTER SCIENCE

Aug. 2017 - Exp. May. 2021

- Machine Learning for Intelligent Systems, Introduction to Natural Language Processing, Machine Learning for Data Science, Language and Information, Operating Systems, Introduction to Analysis of Algorithms, Introduction to Computer Graphics, Computer System Organization and Programming, Data Structures and Functional Programming, Object-Oriented Programming and Data Structures

Software Development Experience

Girnar Software

Jaipur, India

SOFTWARE DEVELOPMENT INTERN

June. 2019 - July. 2019

- Worked on their CarDekho.com portal, one of India's leading car search ventures with a team of 10+ members.
- Designed and implemented a publish-subscribe based message queuing system in order to help manage traffic between host connections and messaging bots used for marketing and 2 factor authentication.
- Designed a broadcasting system with low latency and non persistent messages to help connect data informing APIs and the core system.
- Contrasted the use of both RabbitMQ and Apache Kafka and made demos with both in order to determine the best platform.
- Ultimately, used RabbitMQ to implement the systems along with a Spring-AMQP based backend in order to maintain compatibility with their existing systems.

Educommerce Technologies

Jaipur, India

SOFTWARE DEVELOPMENT INTERN

May. 2017 - Aug. 2017

- Collaborated with a team of 10+ developers to improve the functionality of an education service product by focusing on the UI/UX on the administration dashboard.
- Designed and built a new front-end dashboard for the administration panel. Developed a dynamic design using AngularJS.
- Researched data management techniques to employ in their Android App, Myly.

Projects

Ocaml Based Physics Simulator and Game

Ithaca, US

CORNELL UNIVERSITY

April, 2019

- Conceptualized and created an Ocaml based solar system simulator.
- Allowed the user to create and simulate the motions of celestial bodies in a two dimensional space.
- Functions as 2D terminal based game where the user controls a spaceship.
- Based on Riemann sum approximation of Newtonian physics.
- Project Repository: <https://github.com/yashmundra13/Physics-Simulator->

Logistic Regression Based Classifier

Ithaca

CORNELL UNIVERSITY

Oct. 2019

- Created a classifier for the Story Cloze Test using only the endings.
- Trained on a dataset of 10000+. Achieved an Accuracy of 70 percent
- Utilized Scikit's sklearn along with Spacy's POS Tagger. Used character n-grams, POS tags n-grams along with length of endings as features.
- Project Repository: <https://github.com/yashmundra13/Story-Cloze-Feature>

Recurrent Neural Network

Ithaca

CORNELL UNIVERSITY

September. 2019

- Conceptualized and created a recurrent neural network to classify Yelp Reviews and the stars each review received.
- Trained on a dataset of 10000+.
- Utilized Pytorch along with Gensim's Glove6B word embeddings.
- Project Repository: <https://github.com/yashmundra13/RNN>

Skills and Interests

- Programming Languages: Java, Python, C, OCaml, PHP, AngularJS. Other: JS, CSS, HTML, Git, LaTeX, Unix