Yash Pandey

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Fairmount ● Philadelphia ● PA 19123

PROFESSIONAL EXPERIENCE

Quantitative Programming Specialist
Forefront Analytics, Conshohocken, PA   September 2022 – August 2024
- Optimized existing SQL schema and queries to improve operational efficiency
- Refactored existing codebase to maintain existing functionality of analysis tools
- Transitioned and updated code infrastructure applying present-day code standards
- Designed AWS ETL pipeline on Figma and implement from start to production stage
- Managed creating a cryptocurrency validator to deliver presentations to clients alongside technical expertise
- Deployed DevOps tools for productivity such as kanban board (Jira), Git version control (BitBucket), and code documentation

Data Scientist Fixed Income Co-op
Glenmede, Philadelphia, PA   September 2019 – March 2020
- Automated data extraction using web scrapers and AWS Lambda Functions
- Developed scripts for all parts of the ETL data refining process from different data sources
- Created AWS Quicksight Dashboards for data aggregation and summarization of over 45 million CUSIP datapoints
- Expedited extraction and refining of over 100,000 specific CUSIP data points through scripted parallel automation

Software Developer and QA Co-op
IndustrySafe, Philadelphia, PA   September 2018 – March 2019
- Automated daily error log reports daily with statistical inference
- Update SQL database calls for improving query efficiency by 40%
- Developed forms and web application code for web page functionality for creation and modification of reports
- Create test cases and scripts to address bugs and compile error reports for analysis by the development team

TECHNICAL SKILLS

Programming Languages: Python, C++, Java, Pandas, Selenium Web Driver, C#, Bash, HTML, CSS, JavaScript, Node.js
Development Tools: Git, Perforce, AWS Quicksight, AWS Lambda, GitHub Actions, Agile, CI/CD
Database Management Tools: SQL, NoSQL, PSQL, Oracle, AWS Quicksight, AWS Lambda

PRIOR PROJECTS

Senior Design Project: Rushdown, Philadelphia, PA
Product Owner and Programming Lead, Engine: Unity 3D, C#
3 v 3 Competitive Platformer recreating freeze tag with advance mobility
- Principal developer in team developing various features including Abilities, Online Networking, and Player Movement
- Manage CI/CD development needs with Advisor, Art, and Design team
- Integrate abilities, online matchmaking, and movement system with test plans
- Developed and tuned an animation state machine

Pasithea by GLIDE Labs, Philadelphia, PA
Game Developer and QA
AR/VR Phone app to become a part of a story with the exhibits in the Philadelphia Museum of Art
- Designed and developed gameplay and content estimating 3 hours of playtime spanning over the entire exhibit wing
- Created thematic UI design for the game further enhancing player experience
- Executed test plans to debugged test plans for login authorization through Firebase

EDUCATION

Drexel University, Philadelphia, PA   Graduation Date: June 2022
B.S. in Computer Science   GPA: 3.44
With concentration in Game Programming and Development & Artificial Intelligence track

AWARDS AND ACHIEVEMENTS

Philadelphia Codefest Sponsor Category Winner   May 2019
1st in Indeed.com Most helpful Job Seeker
1st in Comcast Learning Module for Internet Essentials Customers

Drexel University
Dean's List