

Yashraj Gaikwad

Knoxville, TN | ygaikwad@vols.utk.edu | [linkedin.com/in/yashraj-gaikwad](https://www.linkedin.com/in/yashraj-gaikwad) | github.com/yashraj-28

EDUCATION

University of Tennessee

Master of Science in Computer Science

Knoxville, TN

Expected Graduation: May 2025

Savitribai Phule Pune University

Bachelor of Engineering in Computer Science

Pune, MH, India

Aug. 2018 – May 2022

TECHNICAL SKILLS

Languages: HTML/CSS (4 yrs), JavaScript (3 yrs), C++ (3 yrs), SQL (Postgres) (2 yrs), PHP (2 yrs), C# (2 yrs)

Frameworks: React (2 yrs), Node.js (2 yrs), React Native (1 yr), .NET Core, ASP.NET MVC (1 yr)

Developer Tools: Visual Studio (4 yrs), Git (3 yrs), Unity (3 yrs), Unreal Engine (2 yrs), Docker (1 yr), Firebase (1 yr)

EXPERIENCE

Software Developer

April 2024 – Present

Tennessee Reading Research Center

Knoxville, TN

- Collaborated with designers, developers, and product managers to deliver 3 web applications aligned with business goals using **HTML, CSS, JavaScript, PHP, and SQL**
- Built and maintained **reusable and reliable code**, contributing to 90%+ user satisfaction and **99% server uptime**
- Developed and maintained a **CI/CD pipeline** using **GitHub Actions, YouTrack, and SiteGround**, streamlining deployment and improving delivery efficiency

Software Development Intern

Nov 2024 – April 2025

The Net VR

Austin, TX (Remote)

- Implemented realistic object physics and UI logic using **Unity and C#**, resulting in 25% increase in user engagement
- Developed and **optimized interactive VR environments using Unity and C#**, improving frame rates by 30% and ensuring smooth performance on **Android and iOS devices**
- Collaborated with cross-functional teams to troubleshoot and debug VR applications, reducing bug reports by 40% and ensuring seamless integration of features across different devices

Software Engineering Fellow

July 2024 – Sept 2024

Headstarter AI

New York (Remote)

- Built and deployed 4 AI applications using **Node.js, Next.js, and Mongo DB**, deploying on **AWS EC2 with Docker**, improving response accuracy by 35%
- Integrated **RESTful APIs** and secure **JWT-based authentication** into a chatbot system, improving support efficiency by 45%
- Optimized frontend performance through code splitting and lazy loading, reducing load times by 50%

Software Engineering Intern

Nov 2021 – March 2022

Goldon Studios

Pune, MH, India

- Developed multiplayer game features using **Photon PUN 2, C#, and Solana blockchain**, increasing user engagement by 15%
- Ensured accessibility and functionality across Android and desktop platforms, achieving a 95% positive user feedback rating, **by designing intuitive and responsive game UIs**
- Enabled seamless online gameplay and real-time player interactions, as evaluated by increased session length, by implementing multiplayer functionality using Photon PUN 2 within Unity

PROJECTS

Multiplayer FPS Shooter | Unity, C#, Photon Network

- Developed a multiplayer FPS shooter in Unity with **C# and Photon Networking**, achieving 60 FPS
- Built matchmaking and **real-time sync** for **20 players** using scalable **C# backend**

Health-Hub | Next.js, TypeScript, HTML/CSS, Vercel, Git, Twilio

- Built a **full-stack** healthcare app that streamlined registration and appointment scheduling for 100+ users
- Integrated **RESTful APIs** and **Twilio SMS services**, reducing no-show rates by 25%