Yashraj Gaikwad

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EDUCATION

University of Tennessee — Knoxville, TN
Master of Science in Computer Science — *Expected Graduation: May 2025*

Savitribai Phule Pune University — Pune, MH, India
Bachelor of Engineering in Computer Science — *Aug. 2018 – May 2022*

EXPERIENCE

Software Engineer — April 2024 – Present
Tennessee Reading Research Center — *Knoxville, TN*

- Delivered fully functional web applications, achieving 100% project completion on time and a 90% user satisfaction rate, by designing, building, and modifying apps using HTML, CSS, JavaScript, PHP, and SQL
- Improved eLearning solution efficiency, resulting in a 30% reduction in project delivery time, by collaborating with project managers and learning specialists to update and enhance the application
- Ensured consistent application uptime and stability, maintaining 99% server reliability over six months, by managing cloud-based servers and conducting thorough quality assurance

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%
- Developed AI powered chat system utilizing OpenAI for NLP and document analysis, integrating secure JWT-based authentication to enhance user support efficiency by 45%
- Optimzed web applications through code splitting and lazy loading, reducing page load times by 50%

Software Engineering Intern - Unreal Developer — June. 2024 – Sept. 2024
Heartshot Entertainment LLC — *St. Petersburg, FL (Remote)*

- Accomplished seamless integration of 5+ new game functionalities, as assessed by a 20% reduction in bugs, by designing and implementing features in a 3D mobile game using Unreal Engine
- Increased player engagement by 15% by developing 10+ high-quality character animations, aligned with the game's style and mechanics to enhance gameplay
- Improved user interaction by 25%, as quantified by player feedback and testing, by creating intuitive and visually appealing UIs in collaboration with UX designers

Software Engineering Intern - Unity Developer — Nov. 2021 – March 2022
Goldon Studios — *Pune, MH, India*

- Added unique in-game assets for players, as measured by a 15% increase in player engagement and successful NFT integration, by utilizing Solana blockchain technology in an FPS-based multiplayer game
- 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#*

- Implemented smooth character movement with 60 FPS performance and a 5 ms input delay
- Managed player connections, maintaining 20-player concurrency with an 86% network connection rate

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

- Built a healthcare platform that streamlined patient registration and appointment scheduling for over 500 users
- Implemented complex forms and SMS notifications that reduced appointment no-show rates by 25%

TECHNICAL SKILLS

Languages: JavaScript, HTML/CSS, PHP, SQL (Postgres), Python, C/C++, C#
Frameworks: React, React Native, Node.js, Flask, WordPress, ASP.NET MVC
Developer Tools: Git, Docker, Google Cloud Platform, Firebase, VS Code, Visual Studio, Unity, Unreal Engine