

# Yashraj Gaikwad

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## 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:** WordPress (3 yrs), React (2 yrs), Node.js (2 yrs), React Native (1 yr), 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

- Built 3 web application using using HTML, CSS, JavaScript, PHP, and SQL with 100% on-time project delivery and 90% user satisfaction
- 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 Development Intern

Nov. 2024 – April 2025

The Net VR

Austin, TX (Remote)

- Designed and implemented 2 new interactive object behaviors, realistic physics, and immersive UI elements using Unity's XR Toolkit, increasing user engagement by 25% based on feedback and testing
- 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%
- Developed AI powered chat system utilizing OpenAI for NLP and document analysis, integrating secure JWT based authentication to enhance user support efficiency by 45%
- Optimized web applications through code splitting and lazy loading, reducing page load times by 50%

### 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%