

# Yash Raj Bharti

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## Personal Profile

- I'm Yash Raj, a 5th IDD (Btech + Mtech) final-year student from the Indian Institute of Technology (BHU) Varanasi.
- I specialize in UX/UI & performing dev operations: HTML, CSS, & JS with Responsive, Adaptive, & Redaptive design.
- I'm also a stickler for standards such as W3C Standards and **Accessibility**.
- I write clean, standard-based semantic markup optimized to deliver exceptional UX/UI.

## Skills

- JavaScript | HTML5 | CSS3 | Node JS | Vue | Flutter | Dart | Java | C | Python | JQuery | Three.JS | XML | KML | Git | Bash
- Developer Tools | ES6-ES2022 | SASS | Fetch | DSA (JS) | OOP | Linux | WebAR Development | Aframe | HTTP Auth | XSS
- Figma | Framer | Blender | Krita | Sketch | Canva | PixelLab | VSCode | Android Studio | Google Earth | VirtualBox | Github
- JS Design Patterns | Frontend | UI/UX | CX | Usability Testing | Prototyping | Networking | Accessibility | W3C Standards

## Experience

### Google Summer of Code at Liquid Galaxy

• Liquid Galaxy is an open-source project founded by **Google**. **2022 - Present**  
• It deals with immersive visualization experiences made with the panoramic cluster display of Google Earth.

#### • Mentor, 2023

- Responsible for managing proposals and interviewing candidates for UX and JS fields.
- Mentoring three projects, notably the **SpaceX** rocket visualizer to display the orbital historical path of the rocket from its launch into space over the Google Earth cluster.

#### • Contributor, 2022

- Built the La Palma Volcano Eruption Tracking Tool that captured the Cumbre Vieja volcano eruption to help track catastrophic activities through visualization over the Liquid Galaxy.
- Designed and Implemented an innovative UX that allows one to seamlessly navigate the cluster of Google Earth through touch interactions made on **Google Maps**.

#### Tenerife.gg event, 2022

- Represented the La Palma VolTrac Application at the Largest event in the canary islands dedicated to video games, esports, and technology.

### Kashiyatra Technical Team

- Kashiyatra is the annual socio-cultural festival of the Indian Institute of Technology (BHU) Varanasi. **2019 - Present**
- It is one of India's most prominent college festivals.

#### • Advisor, 2022

- Led the design and development of the Kashiyatra Website by mentoring developers and **collaborating** with designers to produce optimum UI/UX with performant code.

#### • Head, 2020 - 2021

- Mentored the designers and developers to create a 3D-model-based website, designed using Figma and built with Three.js.
- Utilised the Covid period to **document** every past frontend web application repositories.

#### • Executive, 2019

- Developed and optimized the parallax effect gyroscope-supported web application and improved UX by taking **user feedback**.

### SupportGenie

Web Augmented Reality Internship

**Dec 2021**

- Developed an AR onboarding web app that detects hardware devices and annotates setup instructions with instant surface detection, real-time surface placement, and 6 DOF.
- The web app offers a potential replacement for **obsolete user manuals**.

## Education

Integrated Dual Degree (IDD)

Metallurgical Engineering at IIT BHU

**2018 - Present**

## Projects

### Project WebAR

- Implemented a unique and scalable user experience for shopping using Javascript AR libraries that guide users through the workflow from advertising to purchasing.
- A virtual showcase CX to implement Augmented prototyping for **product development**.

### Next Gen AR Social Network Service (concept)

- An Augmented Reality Experience concept that allows people to connect by bringing Social Media Accounts into the world of AR, letting one interact and make connections.
- The concept uses AR glasses, and will be a Strong Enhancement to Social Networking.