

# YASHU GARG

Software Developer | Student

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## Experience

### Python Software Foundation

June 2022 - Present

*Google Summer of Code Contributor*

*Remote*

- Contributing to Intel's CVE Binary Tool project.
- Using Google Atheris to fuzz XML and JSON outputs in vulnerability reports and SBOM.
- Making use of pytest to add unit tests and aiming for 100% test coverage.
- Working on including more information in the SBOM and adding a new output mode.

### Fineswap, Oslo

Feb 2022 - Present

*Software Developer Intern*

*Remote*

- Building an app that allows users to share and swap the things they love to create a circular concept, extend the lifespan of things, and inspire a sustainable lifestyle through technology and innovation.
- Worked on creating a chat server for the app using Kotlin backend.
- Improving the app performance and efficiency by implementing flutter's native widgets.

### Raahee, Delhi

Sep 2020 - Nov 2021

*Software Developer Intern*

*Remote*

- Led the App team to develop and deploy applications for users to connect with Mental Health Professionals.
- Built 2 cross-platform applications with a common public forum, blog feature, personal music player and journal management
- Designed and implemented real time bi-directional chats between the apps using Socket.io.

### Enuke Software, Delhi

Nov 2020 - Feb 2021

*Flutter Development Intern*

*Remote*

- Implemented a traditional chinese occasions calendar app called Sakya Calendar, with over 10k downloads on Android and iOS
- Developed a mobile app for delivery drivers using GoogleMapsAPI with Track Assistant.
- Improved efficiency of an Admin Panel Application for Inventory Management using Provider for state management.

## Education

### Cluster Innovation Centre, University of Delhi

Jul 2019 - Jun 2023

*Bachelor of Technology in Information Technology and Mathematical Innovations*

*CGPA: 9.01*

## Projects

### Simulate | *Flutter, Dart, GitHub Actions*

Oct 2019

- Simulated the working of Epicycloid and Cyclogon Curves.
- Created animation for Quick Sort Algorithm.

### Bidder | *Flutter, Dart, Firebase*

Apr 2021

- Designed and developed a cross-platform mobile application to virtualize auctions and bidding.
- Implemented Firebase services in Dart to enable authentication, lot addition, and auction features.
- Built a simple to use chat like interface to place bids.
- Enabled checkout and payment services by integrating the Razorpay payment gateway.

### Other Projects | *Python, CockroachDB, MATLAB, Unity 3D, C#, Java*

- **Discord Bot:** Created a chatbot to play music, surf the web and play trivia game using Discord.py.
- **ODE Plotter:** Implemented GUI functionality for ODE models visualisation using MATLAB.
- **The Car Game:** Built an interactive 3D game using Unity game engine.
- **Quiz Application:** Developed a desktop application to take quiz using Java swing.

## Technical Skills

**Languages:** Dart, C++, Java, Python, Ruby, JavaScript, SQL

**Tools/Frameworks:** Flutter, React, Node.js, NextJS, Ruby on Rails, Tensorflow

**Databases:** Firebase, MongoDB, CockroachDB, MySQL

## Leadership / Extracurricular

- Project Simulate selected for open source program GirlsScript Summer of Code in 2020 and 2021. Mentored more than 80 students.
- Led a team of developers to build a freelance project. The iOS application is a social media / event management platform to used exclusively by Stanford students.