Yashu Garg

Software Developer | Student

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Experience

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: 8.96*

Projects

Simulate | *Flutter, Dart, GitHub Actions* **Oct 2019**

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

Leetcode Question Tracker | *React, Node.js, Express, Web Scraping, Heroku, Netlify* **Dec 2021**

- Built a React app to view user leetcode profile and keep track of assignment questions from a DSA Bootcamp.
- Webscraped files and links from Github to navigate through the app and view questions.
- Created a node.js server to work as a proxy to send requests to leetcode for logging in and querying user and submission data using graphql.

User Analysis using Random Forest | *Python, Jupyter Notebook, matplotlib, sklearn* **Apr 2020**

- Implemented Random Forest to classify and predict if a borrower paid back their loan in full.
- Improved the accuracy of a prediction model by 15% through a comparative study between Decision Tree and Random Forest Classifier.

Review Classification using NLP | *Python, Jupyter Notebook, matplotlib, sklearn* **May 2020**

- Enforced Natural Language Processing to classify YELP reviews into 1 star or 5-star categories based on the text content in the reviews.
- Tried using Tf-Idf after text pre-processing to study that the average accuracy jumped from 93% to 81%.

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

- **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: C++, Java, Python, Ruby, JavaScript, Dart, 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 Girlscript 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.