Yash Wani

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EDUCATION

Bachelors of Science, Double Major in Electrical Engineering & Computer Science
Minor in Mathematics · University of Wisconsin-Madison · Dec 2021 / May 2022 · 3.553

EXPERIENCE

Undergraduate Research Assistant
Wisconsin Privacy and Security Group   **May 2021 - Present, University of Wisconsin-Madison**
· Developing a hardware hack, under Professor Fawaz, with 3D-printable tubes to deceive voice authentication models.
· Designed experiments to verify attenuation and addition of fundamental frequencies when sound passes through parallel tubes.
· Analyzed the collected data by running it through a trained Neural Network to increase misclassifications.

Software Engineer Intern
Crave Eats   **May 2021 - August 2021, Remote**
· Developing a native iOS and Android app using the Flutter SDK and Google's Firebase.
· Developing algorithmic solutions for the backend of the app.
· Engineering a ML recommendation system based on user preferences to enhance user experience.
· Collaborating in an agile manner with cross-functional team sprints, participated in 100% of weekly scrums to meet production deadlines.

Microcontroller Chair
UW-Makerspace   **February 2019 - Present, University of Wisconsin-Madison**
· Mentoring students by reviewing, critiquing, debugging, and prototyping their project designs mostly involving IoT and microcontrollers (65+ teams so far).
· Multiple projects utilizing GraphQL and monday.com, CV in MATLAB, Arduino controlled PID sensor, and a React app utilizing the Deputy API
· Organized workshops including Intro to Arduino with MATLAB, Intro to Arduino, Intro to Sculpting in Medium and Autodesk Maya, Intro to Unreal Engine, Make your own Arduino.

Peer Mentor
CS 559 - Computer Graphics   **January 2021 - May 2021, University of Wisconsin-Madison**
· Helped students with calculus, linear algebra, and debugging programming assignments.
· Developed auto-grading tools using JavaScript in a team of 6.
· Helped with grading programming assignments.

PROJECTS

Personal Website Portfolio
· Developed a personal portfolio website using React and Three.js.

Hackathons
· Cloudinary award - Dare Mighty Things Hackathon (2019) | NASA award - UW-Makeathon (2018) | Madhacks (2019)

Curate
Amazon (CS Capstone) · September 2021 - December 2021
· Developed an iOS Multiplayer Game using Agile Framework.
· Scrum Master and team lead for the project.

SKILLS

Programming Languages: C/C++ (OpenMP, Intel's oneAPI) | MATLAB | Java | JavaScript (p5.js, a-frame, three.js) | GLSL | WebGL | Python (Pytorch, Tensorflow-Keras, Numba, Seaborn) | React | React Native | Swift | Flutter | CSS | PHP | ROS

Miscellaneous: Unreal Engine 4 | Unity (Vuforia) | Adobe CC | Microsoft Office (with macros) | LT Spice | System Verilog |

COURSEWORK

Relevant Courses
Matrix Methods in ML, Intro to Artificial Neural Networks, Probability and Information Theory in ML, Intro to Artificial Intelligence, Sequential Decision Making and Learning, Parallel and Throughput Optimized Programming, Data Structures & Algorithms, Object-Oriented Programming, Computer Graphics, Virtual Reality, Signals & Systems, Image Processing, Intro to Real-Time DSP, Intro to Computer Vision, Stochastic Processes, Intro to Digital Forms