

YASH RATHORE

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EDUCATION

University of Waterloo, Bachelor of Computer Science (co-op) | Average: 83%

Sept 2019 - May 2024

Coursework: User Interfaces, Object-Oriented Development, Distributed Systems, Database Management, Software Delivery

EXPERIENCE

aSocial Inc. | Founding Flutter Engineer

Apr 2024 – July 2025

- Spearheaded the end-to-end development, testing, and App Store launch of Lock In using Flutter, reaching the top-100 (#74) productivity apps and surpassing 7,000+ downloads.
- Led an offshore engineering team, conducting code reviews, enforcing best practices, and ensuring maintainable code.
- Architected and deployed a referral system using Flutter, Next.js, and Firebase, boosting user acquisition by 37%.
- Built an admin portal with React + Firebase, streamlining onboarding workflows and reducing onboarding time by 70%.
- Modernized the Flutter app with 40+ responsive UIs and state-managed flows (Provider), boosting engagement.

DNAstack | Software Engineer Intern

May 2023 – Aug 2023

- Improved editing and publishing data clusters' efficiency by engineering 5+ angular components for the publisher website.
- Created a dashboard interface for Azure Marketplace app for easy subscription management using ASP.NET and C#.
- Integrated tracing into DNAstack Client Library to identify software bottlenecks using Zipkin and Python.

Enlighted (Siemens) | Frontend Developer Intern

Aug 2022 – Dec 2022

- Created a Slack bot for employee scheduling, adopted company-wide by 200+ employees, improving team coordination.
- Engineered an app's user flow enhancing team collaboration across 5+ internal teams with a point-based reward system.

HomeX | Software Engineer Intern

Jan 2022 – Apr 2022

- Revamped the signup flow of the mobile app by implementing Flutter pages using the MVVM design pattern.
- Migrated to an external Stripe library to handle payments in the mobile app, eliminating 5+ hrs/week of manual work.
- Developed a modular Flutter web widget for seamless access to product features and services via 15+ partner websites.

Bentley Systems | Software Engineer Intern

May 2021 – Aug 2021

- Optimized the process for modifying links by visualizing data in a table using React and TypeScript saving 3+ hrs/week.
- Designed over 15 automated UI test cases using Selenium and C# to identify and resolve software problems.
- Utilized ESlint to identify and mitigate code quality issues, reducing the code base by over 2000+ lines.

PROJECTS

AgentPals | Full Stack App (React + FastAPI + Supabase)

- Built a web app for real estate agents to analyze property disclosure documents using Cohere and Qdrant vector database.
- Architected a real-time chat interface leveraging Retrieval-Augmented Generation (RAG) and WebSockets, enabling users to interact with Cohere and query property details and associated documents.
- Generated in-depth property analyses by extracting and citing key information, with each analysis point dynamically linked to the exact highlighted text within the corresponding documents.

WatFriends | Web App (Express + MongoDB + EJS)

- Co-founded a student-run startup creating a networking platform for university students, attracting over 250 users.
- Led the overhaul of the front-end experience with a responsive design using HTML, CSS, and JavaScript.

Watopoly | C++ Game

- Constructed a Monopoly variant leveraging OOP principles, including observer and visitor design patterns, with C++.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Dart, Python, C/C++, C#, Java, Scala, SQL, Bash

Technologies: Next.js, React, Express, Node, FastAPI, Flutter, Android Studio, PostgreSQL, Firebase, Supabase, Hadoop, Spark