YASH RATHORE

+1 519-760-0260 | yrathore@uwaterloo.ca | linkedin.com/in/yashyr7 | github.com/yashyr7

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

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Dart, Python, C/C++, C#, Java, Scala, SQL, Bash
Technologies: React, Angular, Express, Node, Next.js, Flutter, Android Studio, PostgreSQL, JavaFX, Hadoop, Spark, Selenium

EXPERIENCE

Pinewheel AI | *Frontend Developer*　　　　　　　　　　　　　　　　　　　　　　Jan 2024 – Present
- Headed the front-end architecture of a penetration testing copilot tool leveraging GPT-4 API to evaluate the security of a system, reducing intermediate testing cost by 50%.
- Designed a responsive chat interface to communicate with LLMs and agents using React, Tailwind, and Shadcn, enhancing compatibility across devices by 100%.

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
- Built a Slack bot for employee scheduling, adopted company-wide by 200+ employees, enhancing 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
- Introduced new features, conducted bug fixes, and carried out release testing for a mobile app using Flutter and Dart.
- Migrated to an external Stripe library to handle payments in the mobile app, eliminating 5+ hrs/week of manual work.
- Revamped the signup flow of the mobile app by implementing 4 Flutter pages using the MVVM design pattern.
- 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 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.

WatFriends | *Full Stack Developer*　　　　　　　　　　　　　　　　　　　　　Sept 2020 – Mar 2021
- 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 to expand potential customer base by 200%.
- Implemented dynamic routes and 50+ questions for proprietary algorithm using Express, Node, MongoDB, and EJS.
- Refactored and reduced the codebase by 500+ lines to improve extensibility and flexibility.

PROJECTS

Matr, uOttaHacks3 – 1st Place | *Android and Web App (ReactJS)*
- Prototyped a cross-platform solution to expedite the foster care process by incorporating MQTT with Solace Cloud as the broker for seamless communication between Java-based Android application and React web app.

Gesture Recognizer | *Android App (Java + Android Studio)*
- Built a mobile app to recognize hand gestures using Java and Android Studio by performing graphics translation incorporating MVC design pattern to allow users to add, edit, and delete gestures within the library.

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