

YASH MUTATKAR

DevOps Engineer

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EDUCATION

Mumbai University

Bachelors of Computer Engineering: CGPI: 8.43

Mumbai, India

August 2020 - July 2024

SKILLS-SUMMARY

- **Languages:** C, C++ , Python, PHP, HTML, CSS, DBMS.
- **Frameworks:** Pandas, Numpy, Matplotlib, Laravel.
- **Tools:** PyCharm, VS Code, Anaconda, MySQL, PostgreSQL.
- **Platform:** Linux, Windows.
- **Cloud:** AWS, Terraform, Github-Actions.
- **Soft Skills:** Rapport Building, Strong Stakeholder Management, People Management, Excellent Communication.

Work-Experience

(September 2024 - Jan2025)

- Designed and optimized Docker workflows, enabling seamless EC2-to-ECS migration and achieving a 10% cost reduction.
- Developed and maintained GitHub Actions pipelines with Jira integration for efficient CI/CD processes.
- Scaled e-commerce solutions using MedusaJS, implemented Slack notifications, and introduced feature toggles with Unleash across multiple repositories.
- Integrated Trivy for container vulnerability scanning and configured OIDC for secure identity management.
- Enhanced observability by writing JavaScript with Winston and OpenTelemetry to send logs and metrics to AWS CloudWatch.

PROJECTS

Efficient Car Parking and Management System | [Link](#)

(August 2023 - April 2024)

- Developed a machine learning-based solution for parking management using SSD320 (Single Shot Multibox Detector) and Haar Cascade.
- Achieved 96% accuracy in real-time vehicle detection and tracking.
- Improved the efficiency and scalability of parking infrastructure in urban settings.
- Reduced vehicle detection time by 30% through model optimization, ensuring quick response times for users.

Online Notes Sharing System Project Using PHP and MySQL | [Link](#)

(Jan 2023 - May 2023)

- Developed a dynamic online platform for users to share and manage notes collaboratively.
- Utilized PHP and MySQL for backend development, ensuring efficient data handling and storage.
- Implemented a user-friendly interface to facilitate easy navigation and interaction among users.
- Ensured high availability, scalability, and performance to support a growing user base.
- Achieved 99.9% uptime for seamless user experience and project collaboration.

Python Snake Game with AI | [Link](#)

(June2022 - Dec2022)

- Recreated the classic Snake game using Python and Pygame, incorporating AI for enhanced gameplay.
- Implemented an AI model to guide the snake towards food using heuristic algorithms.
- Developed a user-friendly interface with options to toggle fullscreen and restart the game easily.
- Focused on nostalgic elements blended with modern programming techniques to improve the gaming experience.

Railway Management System in C | [Link](#)

(Jan 2022- April 2022)

- Developed a Railway Management System using C, featuring a console-based interface.
- Implemented core functionalities including ticket booking, user login, and ticket retrieval.
- Designed admin modules for managing system data and operations.
- Focused on simplifying railway booking and management processes through efficient code design.

CERTIFICATES & CO-CURRICULAR ACTIVITIES

- **Technical Head, Students Committee:** Coordinated a mentorship program that paired 20 experienced students with 60 newcomers, fostering knowledge transfer and skill development, which improved overall student project execution scores by 30%.
- **6-Week Online Training in Product Management:** Completed on (Internshala).
- **Certifications:** Data Structures and Algorithms by Abdul Bari; Additional courses from Udemy.