Yatin Pokle

yatinpokle@utexas.edu | www.linkedin.com/in/yatinpokle | www.cs.utexas.edu/~ypokle/

EDUCATION

University of Texas at Austin, Austin, TX   *2021-2024*
Bachelor of Science in Computer Science GPA: 3.76
Texas Exes Dallas Chapter Scholarship Recipient
Relevant Coursework: Data Structures, Discrete Math for CS, and Computer Architecture.

SKILLS

Technical /Computer Skills:
- Coding Languages: Java, C, Python, HTML, PHP, CSS, and SQL
- Software/IDEs: Eclipse, VSCode, IntelliJ, PyCharm, PhpStorm, Microsoft Excel, and the Adobe Suite (Photoshop, Premiere, and Lightroom)

Languages: Proficient in English, Marathi, and Hindi

EXPERIENCE

Lifetime Tennis, McKinney, TX   July 2020 - August 2021
Front Desk and Tennis Stringer
- Supervised the Front Desk and Pro Shop as well as independently closed the 23 court facility
- Main tennis stringer for the facility and tennis coach

UTD Artificial Intelligence and Machine Learning Camp, Richardson, TX   June 2020 - July 2020
Student Researcher
- Researched the basics of Artificial Intelligence and Machine Learning
- Advanced skills in Python and had hands-on experience with TensorFlow

Kwench Juice Cafe, Frisco, TX   August 2019 – November 2021
Web Developer, Social Media Director, and Juicer
- Made website for Kwench Juice Cafe (kwenchjuicefrisco.com) and managed the cafe's online presence
- Created and advertised on a multitude of social media platforms, especially during the COVID-19 pandemic

PROJECTS

Scholastician (scholastician.org)   March 2020 - May 2021
- Front End UI and Back End Development using CPanel Web Hosting and MySQL database
- Partnered with NHS chapters around the district and have over 150 active students and tutors
- Official commendation recognized by Congressman Van Taylor

Handwriting Recognition   June 2020 – August 2020
- Machine Learning using a training data set of handwriting
- Used Python and TensorFlow
- Worked on an app to recognize handwritten notes and digital display them in a text editor

Huffman Zip File Software   December 2021
- Built a zip file software using binary trees, priority queues, and hash maps to compress and decompress files
- Zipped and unzipped files using the standard Huffman lossless data compression algorithm

CAMPUS INVOLVEMENT

- Association for Computing Machinery - *Member*   August 2021 - Present
- UT Programming Competition – *Member*   August 2021 - Present