Yashwant Gadhave

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Education

Bachelor of Science in Computer Science – May 2025
Arizona State University; Tempe, AZ ***GPA: 4.00/4.00***

Technical Skills

Languages:Java, JavaFX, C/C++, Scheme, SQL, Bash
Frameworks: ReactJS, Figma.
Developer Tools: GitHub, VS Code, Dr. Racket, IntelliJ, Eclipse, P5*JS, etc.
Other Tools: Microsoft Office 365, Google Slides, Google Docs, Google Sheets, etc.

Experience

Undergraduate Teaching Assistant - CSE120: Digital Design – Present
Arizona State University *Tempe, AZ*

- Duties involve, engaging with students during class, addressing queries to enhance their understanding of course materials.
- Collaborating with Professor Steven Millman for comprehensive review sessions, reinforcing key concepts.
- Facilitating student discussions on online platforms like ED discussions and Discord, providing timely assistance.
- Assessing and correcting students quiz submissions, offering guidance for improvement and ensuring understanding.

Undergraduate Teaching Assistant - CSE360: Software Engineering – Present
Arizona State University *Tempe, AZ*

- Conducted one-on-one office hours, assisting students with coding issues in group projects.
- Contributed to course development through collaboration on tutorials, pop quizzes, and assignment rubrics.
- Guided students in navigating software engineering concepts, ensuring clarity and understanding.

Undergraduate Teaching Assistant - CSE365: Cybersecurity – Present
Arizona State University *Tempe, AZ*

- Led engaging in-person recitations on Python scripts and challenging Cybersecurity coding scenarios.
- Offered continuous support via Discord, addressing student queries and providing assistance outside regular class hours.
- Facilitated dynamic recitation sessions, fostering active participation and deepening comprehension of Cybersecurity principles.

Projects

Sunrise Project | *ReactJS, Figma, Microsoft 365, Google. Docs, Slides, Sheets* Spring 2022 – Fall 2022

- Lead the development and documentation of a mental health mobile app for the HOPI tribe in collaboration with an EPICS team and Community Partners at NAU and ASU for two semesters
- Held and efficiently performed the role of team documentation head during the Fall 2022 semester.
- Conducted research on React Native, Flutter, and Figma.
- Managed comprehensive documentation, presentations, and progress reports.

EffortLoggerV2 | IDE: *Eclipse;* Languages: *Java, JavaFX* Fall 2023

- Collaborated with a team to enhance and refine EffortLoggerV1, addressing customer needs and improving functionality.
- Lead the development of EffortLoggerV2, integrating new enhancements and features based on meticulous analysis and user feedback.

Brink Buster Clone | *p5*js* Fall 2021

- Collaborated on a prototype application featuring four games, contributing the development of brick breaker clone using p5*js and JavaScript.
- Developed a user-friendly interface, allowing players to break as many bricks as possible within a two-minute time frame.

Research

Future Solutions Research | *GCSP(Grand Challenge Scholars Program)* Fall 2021

- Collaborated on developing a research solution to store liquid hydrogen-based fuel onboard aircraft, focusing on sustainability and reducing carbon emissions.
- Constructed a prototype fuel tank capable of holding hydrogen-based fuels.

Cloud Computing Security Research | *GCSP(Grand Challenge Scholars Program)* Fall 2021

- Authored a research paper on security concerns related to cloud computing.
- Investigated the use of cloud computing for data storage and proposed solutions to address data leak issues.