

Yash Kalyani

🌐 yk7335.github.io/ | in [YKalyani](#) | 📞 281-758-9344 | ✉ yk7335@tamu.edu

OBJECTIVE

Creative and people-oriented Engineering student seeking a Full-Time Job in the Software Engineering, or Computer Science field.

EDUCATION

Texas A&M University

College Station, TX

Bachelor's in computer engineering – C.S. Track

May 2022

- GPA: 3.492
- Relevant Courses: Data Structures and Algorithms (C++), Intro to Computer Languages (C++, **Python**), Computer Architecture and Design (C), Programming Languages (**Haskell, Java**), and Intro to Computer Systems (C++).
- Awards: Distinguished Student Awards (Fall 2020)

SKILLS

Programming Languages: C++, Java, Python, and MATLAB.

Frameworks/Tools: Streamlit, Pandas, Matplotlib, Jupyter, Verilog, AWS, Linux.

Familiar With: Haskell, R, HTML, CSS, Bootstrap, Javascript.

WORK EXPERIENCE

Texas A&M Electrical Engineering Graduate Office

College Station, TX

Student Technician

August 2020 - Present

- Performed general clerical duties: filed, photocopied, and scanned various college forms or records for over 1000 graduate students.
- Utilized Microsoft Word and Excel to create, edit, and complete: supply forms, purchase order forms, and other graduate studies forms.
- Assisted and responded to upwards student/faculty inquiries in a professional, courteous, and timely manner.

RESEARCH

Evaluating Automated Vehicles Perceived Safety from Tweets

College Station, TX

Aggie Research Program

January 2021 – May 2021

- Collaborated with other members of the research team to gather literary works with similar keywords using Rayyan.
- Analyzed the primary works of other key authors during that same time to look for parallels in topics.
- Prepare the team's finding in various graphics and presented them to the team leader.
- Tech used: Rayyan.

COMPETITIONS

ConocoPhillips Innovation Challenge

1st Place

September 2020

- Front-end application which uses a machine learning algorithm to predict the salinity of water using various parameters.
- Tech used: **JavaScript**, Bootstrap, **Python**, Kaggle, AWS, and KNIME.

Texas A&M Covid-19 Game Jam

9th Place (Project Lead)

April 2019

- Developed a 2-d arcade game which highlighted the importance of social distancing. The player was put in a market and had to avoid other shoppers while collecting groceries.
- Tech used: Unreal Engine, and C++.

Texas A&M Howdy Hack

(Project Lead)

September 2020

- An application which uses a natural language processing algorithm to dictate the mood of a user's journal entry and recommend songs using the Genius API.
- Tech used: **Python**, Tkinter, and Genius API.

PERSONAL PROJECTS

Picky Eats

April 2021

- A web application that allows users to view recipes based on ingredients they have as well as related recipe names.
- Tech used: **Python**, and Streamlit.

Sorting Visualizer

June 2020

- A GUI Application created to visualize how different sorting algorithms sort random arrays.
- Tech used: **Python**, and Tkinter.