**Yash Kalyani**

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**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.