

YASH SETHI

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EXPERIENCE

Software Development Intern

Goibibo

May 2019 – June 2019 Gurugram, India

- During the 2 months, applied various Android architectural patterns adhering to good programming practices.
- Integrated the Google In-App Update API on application start-up, delivered to 50 million users.
- Implemented Deep linking and revamped the home screen, improving the application interaction rate by roughly 3-4%.

Software Development Intern

Byte Bonding Technologies

May 2018 – June 2018 Jabalpur, India

- Learned the basics of Android Development and contributed to an ongoing Android project on the Internet of Things (IoT).

ACHIEVEMENTS

- 1st team from college to Qualify for the ACM ICPC 2017-2018: Amritapuri onsite regional round.
- Stood 1st in a programming contest organized by RGCER, Nagpur.
- Qualified Facebook Hacker Cup 2018 Round 1.
- Qualified Google SnackDown 2019 Round 1.

SKILLS

C/C++, Java, Android Development	●●●●●
Python, Kotlin, MySQL, ML, NLP	●●●●●
JavaScript, React, HTML, CSS	●●●●●
Git, JSON, Jenkins, TensorFlow	●●●●●

EDUCATION

Master of Science (MS) in CS

Lakehead University

January 2021 – Present Thunder Bay, ON, Canada

Bachelor of Engineering (B.E.)

Yeshwantrao Chavan College of Engineering

April 2016 – October 2020 Nagpur, India

CGPA - 8.16

Higher Secondary Certificate (Class 12th)

Little World School

June 2015 – May 2016 Jabalpur, India

Percentage - 73.8

HONORS & AWARDS

- Android Development team Co-Head, Compufest, 2018.
- Guided Android Club, CT department, YCCE.
- Coding Club Co-Head, CT department, YCCE.
- Received Letter of Appreciation by Computer Technology department, YCCE.

CERTIFICATIONS

CodeChef Certified Data Structure and Algorithms Programme (CCDSAP)

CodeChef

September 2019 – Present

The Complete Android N Developer Course

Udemy

May 2019 – Present

Kotlin for Java Developers

Udemy

May 2019 – Present

PROJECTS

Face mask and Social Distancing Detection

- Trained a MobileNetV2 + SSDMNv2 model with 12,238 images of people with and without a facemask.
- Devised a way to improve the performance of the face detection algorithm for large images.
- Achieved an accuracy of 99% for the Face mask detection algorithm.
- Detected social distancing using YOLOv3 pre-trained on COCO's dataset containing 328K images.

Meteor Blaster - Android Game

- Player's aim is to save the earth from 1000's meteors entering the earth's atmosphere.
- Integrated Firebase Authentication and Google Play services for users to compete for the 1st position on the leaderboard.

UI Component Kit for React Native

- Engineered 10-12 highly customized open-source UI components catered for different use-cases.

Text To Image Synthesis

- Implemented a model for synthesizing images for text description using the GAN-CLS algorithm.
- Trained the model on the Caltech - UCSD Birds dataset containing 11,788 images.