YAASH JAIN

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EDUCATION

University of British Columbia **Sep 2016 – Aug 2021**

Bachelor of Applied Science in Computer Engineering

Cumulative Percentage: 82% | Dean's Honour List | UBC Engineering Co-op Program

SKILLS

Languages Python, Java, Go, JavaScript, C#, HTML, CSS, SQL, C, C++

Technologies Node.js, Git, Flask, REST, Docker, Bash, Linux, Flutter, Firebase, MongoDb, Prometheus, Grafana, Google Cloud Platform, AWS, Postgres, GitLab CI, Jira, Microsoft Visual Studio, VS Code

WORK EXPERIENCE

Sony Pictures Imageworks | *Developer Co-op (Remote)* **May 2020 – Jan 2021**

- Assembled 5 data pipelines using Python, Prometheus, and Grafana to automate monitoring of animation/VFX tools
- Led project to refactor and Dockerize distributed server to minimize crash frequency and reduce downtime by 80%
- Organized workshop for 50+ developers to help package and deploy Python code using CI/CD pipeline templates
- Constructed automated log analyzer using Python and Grafana to monitor license usage, saving 30 minutes per day

Aquatic Informatics | *Software Developer Co-op* **Jan 2020 – Apr 2020**

- Collaborated in an Agile team of 6 to provision backend software for the AQUARIUS water data management platform
- Practiced test-driven development in C# of REST API by writing an average of 5 unit and integration tests per feature
- Demonstrated strong debugging skills using Microsoft Visual Studio by resolving 4 Jira tickets per sprint on average

Canalyst | *Software Engineer Co-op* **May 2019 – Dec 2019**

- Delivered Equity Research software in a Fintech startup with 75+ accepted merge requests and 70+ closed issues
- Optimized .NET application to reduce runtime from 2 minutes to 15 seconds by refactoring software architecture
- Developed formula checker for MS Excel using C# and Regex to standardize KPI data in 200+ financial models
- Displayed strong communication and diagnostic skills when resolving time-sensitive client-reported software issues

TECHNICAL PROJECTS

eksctl: Official CLI for Amazon EKS (Open-Source Contribution) | *GitHub* **Oct 2021**

- Interpreted and refactored Go code to make logs more accessible during failures and enhance debugging workflows

Monitoring Unoccupied Properties using Cellular IoT | *GitHub* **Jan 2021 – Aug 2021**

- Defined requirements for a cellular IoT-based monitoring system in a team of 5, partnering with Sierra Wireless
- Created mobile app mockups for user login/signup, IoT device registration, configuration, and data visualization
- Led implementation of user-friendly, cross-compatible, 7-page Flutter app with a Cloud Firestore NoSQL database
- Engineered a server-less REST backend on Firebase using Node.js Cloud Functions to enhance mobile app security

Distributed Key-Value Store in Go **Jan 2021 – Apr 2021**

- Co-ordinated in a team of 4 to build a distributed hash table using Go, Google Protocol Buffers, UDP sockets, and GCP
- Designed server cache and eviction algorithm to limit memory usage to 80 MB per node with 30 ms response times
- Created multithreaded scripts using Go, gcloud CLI, and Bash to lower cluster deployment time on GCP by 60%