

Yash Sharma

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EDUCATION

University of Southern California

Master of Science, Computer Science

Los Angeles, CA

Aug. 2023 – May 2025

Courses: Machine Learning, Foundations of Artificial Intelligence, Analysis of Algorithms, Applied Natural Language Processing, Security Systems, Game Engine Development, Database Systems

EXPERIENCE

Full Stack Developer

May 2024 – Jul 2024

Kintsugi Global, Inc

Los Angeles, CA

- Developed and optimized the front-end for Kintsugi Global's music integration platform using react, improving user experience and engagement
- Led backend-frontend integration across **8** projects, designing RESTful APIs and optimizing workflows to enhance system performance and efficiency.
- Collaborated with cross-functional teams to propose architectural improvements, reducing integration time by **30%**
- Championed design documentation and led peer design sessions to ensure alignment across teams.

Member of Technical Staff

Sep 2021 – Feb 2023

SecOps Solution

New Castle, DE

- Developed a custom Machine Learning model from scratch, achieving **89%** accuracy in security risk assessment, tailored to the company's unique needs and surpassing existing open-source solutions
- Engineered a fully functional CLI tool over **6** months for the company's flagship product, enabling offline operation in secure environments. Led the end-to-end development, including architecture, integration, and testing.
- Optimized backend API performance, delivering a **60%** improvement in response times by refactoring queries and implementing caching strategies.
- Led full-stack development of business-critical features, including designing RESTful APIs and collaborating directly with customers to refine requirements.
- Mentored new hires, accelerating their onboarding process and helping them integrate into the development team.

PROJECTS

SynchroDB | *Go, Distributed Systems, gRPC, YAML* | [Project Repository](#)

Sep 2024 – Present

- Engineered a distributed key-value database with fault-tolerant replication and leader election using the Raft consensus algorithm.
- Implemented sharding strategies and dynamic node management to ensure horizontal scalability and high availability.
- Designed an append-only logging mechanism for persistence, achieving data durability with minimal latency.
- Integrated metrics tracking and logging utilities for performance monitoring and debugging in production-like environments.

Rust Kanban | *Rust, Tokio, PostgreSQL, Ratatui* | [Project Repository](#)

Oct 2022 – Present

- Utilized the Rust programming language to construct a Kanban board for terminals with cloud-save functionality
- Devised a robust and expandable architecture for easy maintainability for other open-source contributors. Currently, **193** stars are on GitHub, and over **29,000** downloads are on crates.io
- Built an easy-to-use terminal user interface (TUI) with animations, with an average render below 400 μ s (microseconds)

TECHNICAL SKILLS

Languages: Rust, Python, Go, C/C++, C#, SQL, Typescript, JavaScript, Lua, Kotlin

Database: Sqlite3, MongoDB, Supabase, Redis, Firebase, PostgreSQL, MySQL, DynamoDB, Apache Hadoop

Technologies: Git, React, Svelte, Node.js, Linux, OpenCV, Google Cloud Platform (GCP), Amazon Web Services (AWS), Microsoft Azure, Tensorflow, Pytorch, Docker, Nginx, REST APIs, NumPy, Pandas, Kubernetes, Angular, Lambda, Jenkins, SciPy, CI/CD

Soft Skills: Leadership, creativity, quick problem solving, teamwork & cooperation, attention to detail, time management, communication skills, adaptability, innovation, Presentation skills, Project coordination, Supervising experience