Ankit Yande

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Education

The University of Texas at Austin, Austin, TX

May 2023

Bachelor of Science and Arts Honors in Computer Science

GPA 3.8

- **Organizations:** Polymathic Scholars Honors Program, Digital Arts and Media Bridging Disciplines Program, UTeach (Secondary STEM Education Certification) Program
- Relevant Coursework: Data Structures Hon, Computer Architecture Hon, Operating Systems Hon, Algorithms and Complexity, Robot Learning, Natural Language Processing, Computer Graphics, Cloud Computing, iOS Dev

Skills

Languages: Java, Python, JavaScript/TypeScript, HTML, CSS/SASS, C, C++, Swift

Technical Skills: Frontend Frameworks (React, Angular, Flutter), Node.js, Three.js, Machine Learning

(PyTorch, TensorFlow), Big Data Frameworks (Hadoop, Spark), Cloud Platforms (GCP), OpenGL, CI/CD (Jenkins), Linux, Git

Other: UI/UX Design, Figma, Adobe CC (Photoshop, Illustrator, After Effects, etc.), Teaching (Certified by TEA)

Work Experience

Citigroup, Dallas, TX

Frontend Software Engineer

September 2023 – Present

- Current Development Lead of a team of 7 Engineers managing 4-week agile sprints.
- Designed, developed, and maintained an Angular library of reusable, modular, theme-able, and fully ADA-compliant UI components, enabling consistent brand identity across 200+ Citibank Online features and saving an estimated \$30 million through streamlined development and reduced maintenance costs.
- Led development and maintenance of two client-facing tutorial and engagement frameworks driving over 5 million monthly views and boosting new feature adoption rates by 25%
- Cross-trained as an SDET and increased QE efficiency by leveraging Selenium to automate UI testing.

Software Development Intern

Jun 2022 – Aug 2022

- Worked closely with PMs to design and develop a Metrics Dashboard to visualize critical component usage for stakeholders.
- Gained experience deploying applications using Docker, Jenkins, and OpenShift.

Review Technology, Inc, Austin, TX

Feb 2021 - Aug 2021

Software Developer & UI/UX Designer

- Made 50k+ contributions to a startup React Native application including building UI and integrating Firebase and Google Places/ Geolocation/ Distance Matrix APIs.
- Tuned ML model parameters to make object detection 33% more accurate.
- Designed and prototyped the entire application UI and flow in Figma.
- Redesigned brand identity including logo, color palette, font, and graphics.

STEAM Works Studio, Edison, NJ

Aug 2018 – Jul 2019

Lead Instructor

- Taught elementary and middle school students Python, basic electronics, and LEGO robotics classes.
- Mentored students who competed in the FIRST LEGO League international competition.

Projects

Web Accessibility Simulator

Fall 2022

 Designed and developed a webpage that allows the user to experience various disabilities such as low dexterity and vision impairments to share the importance of ADA compatibility and digital accessibility.

MERN Stack Twitter Clone

Summer 2020

 Developed a full-stack Twitter clone that allows users to create profiles, make tweets, and like others' tweets which are stored in a MongoDB database and displayed in a React application.