

Yash Tripathi

yashtri22@gmail.com | yashtri.com | linkedin.com/in/yashtri22 | github.com/yokanater

EDUCATION

Delhi Public School, Noida

Physics, Chemistry, Mathematics, Computer Science | 94% avg.

Relevant Coursework: AP Calculus BC (5), AP Computer Science A (5)

Apr. 2022 - May 2026

Sec. 30, Noida, India

EXPERIENCE

Software Engineering Intern

Servosys Solutions Pvt. Ltd.

Apr. 2026 - Sep. 2026

Delhi, India

- Built a robust RAG system to classify and retrieve data from 40k+ unstructured and structured documents, leading to a 60% reduction in low-level task assignment time.
- Utilized MPNet and DialoGPT to create a lightweight document processing pipeline, while using <2gb of memory. Designed a Gradio web interface to upload documents and assign worker tasks.

Technical Lead

Pondora

Jul. 2024 - Mar. 2026

Noida, India

- Developed PondSnap, a Next.js application to host data for 10k+ ponds using MongoDB and AWS S3 for image storage, managed using a web interface built with React.
- Designed a Raspberry Pi 5 device to capture water TDS, turbidity and temperature. Built a lightweight React Native application, enabling users to connect to the device and store water quality data on-mobile and upload it upon access to a Wi-Fi network.

Frontend Developer

Dimension

Aug. 2022 - Nov. 2022

Delhi, India

- Built scalable, responsive UI layouts using Next.js and Sass. Implemented a developer dashboard, handling data population and API calls using Axios.
- Built a modular internal icon and component library using Tailwind, maintaining visual brand identity and significantly improving frontend design experience.

PROJECTS

spotr | Go, Bubble Tea, Lip Gloss, SQLite, JSON Schema

2026 - Present

- Built a keyboard-first, local workout tracker in Go using Bubble Tea and Lip Gloss, supporting program creation, live set logging, and training-history review without an account or internet connection.
- Designed a portable JSON program-template schema with validation, import, and export commands, enabling community workout programs through a GitHub pull-request workflow.
- Architected on-device SQLite persistence with configurable data directories and backups; shipped cross-platform binaries for macOS, Linux, and Windows through GoReleaser and Homebrew.

Missing Rotation | React, TanStack Start, Convex, TypeScript

2026

- Built the full-stack game in React and TypeScript with TanStack Start server functions, a Vite build pipeline, and a responsive, position-aware court and bench interface.
- Wrote Python ETL scripts to format Basketball Reference data into 1500+ puzzles, ranking players by minutes and forming starter and bench roles from games started data.
- Kept answering data server-private behind typed TanStack Start functions for puzzle selection, hints, and state restoration. Modeled team-season records in Convex with indexed lookups by source, season, and random key.

EchoShield | TensorFlow, Librosa, GPIO Zero

2024 - 2025

- Built a neural-network-assisted rover to detect rice blast before physical symptom onset from ultrasonic xylem emission signals, captured via ultrasonic condenser microphones.
- Developed a Librosa signal-processing pipeline, capturing real-time audio stream data and cleaning all infrasonic and sonic range data, achieving a 97% accuracy on audio signal isolation.
- Designed and implemented a Tensorflow CNN classifier and Preprocessing workflow to classify between infected and healthy audio signals, achieving a 99.12% accuracy in real Indian field environments.

TECHNICAL SKILLS

Languages: TypeScript/JavaScript, Go, Python, C/C++, SQL

Libraries & Frameworks: React, Next.js, React Native, TanStack Start, Bubble Tea, TensorFlow, Librosa, Tailwind CSS

Systems & Tools: Git, Linux, Docker, SQLite, Convex, MongoDB, AWS S3, Raspberry Pi/GPIO, Vite, Vitest, GoReleaser