YASHASWI P BHARADWAJ

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TECHNICAL SKILLS

- Proficient in C, C++, C# and .NET environment
- Experience in coding and writing test cases for the application
- Expert in designing and implementing the various 'Design patterns'
- Proficient in implementing new Algorithms and Data structures.
- Android application development: Java and Kotlin
- Proficient in designing the front-end screens for the application
- Seamless communication with backend using Retrofit and JSON
- Programming languages: C#, and Java (prior experience), Kotlin
- Database: MySQL, SQLite
- Basics of Unix

WORK EXPERIENCE

Associate Technical Lead: KLA-Tencor Software India Pvt Ltd (*From April 2021 - Present*):

Primarily held responsible in Application Logic domain, across multiple KLA's products like **Lotus, Evija** and others. I've played a key role in architecture, design and development of new features and supporting all the field escalations from the customer sites by implementing the changes as required.

My specialization of work mainly includes some of the notable features like:
- *Coupon Wafer angle and translation alignment*: Coupon wafer are special wafers and aligning such wafers is extremely tricky.
  - Aligning the wafer based on user marked locations.
  - Calculating the translation from the center of axis using transformation logic.
  - Appropriately indicating the status to the user.
  - This feature was built from the scratch and was delivered to the customer, earlier than the expected time.
- *Max Defect per Die*: Feature which allows the user to define the threshold value for defects.
  - User given threshold value is converted from wafer level to die level.
  - Defect locations are tracked at die level.
  - Current die inspection is skipped when threshold count is reached.
- *Golden Die playback between various operation modes*: Golden die is a special use case where all other dies are compared against this reference die.
  - Extended the implementation to support cross functional methods.
  - Supported from one type of recording to another type of playback runs.

- *Estimation time for job completion*: Estimation gives the idea of time duration for task execution. It helps customer to predict the completion time in advance.
  - Implemented the feature by working with multiple teams.
  - Came up with a formula to calculate the estimated time with 1% tolerance limit.
  - Proposed ML concept to make the system self-reliant and predict better values.

<u>Software Engineer: Motorola Mobility India Pvt Ltd</u> *(From July 2016 – April 2021)***:**

Instrumental in design, development and continuously expanding the usages of user experience apps on Motorola's premium devices like Moto G, Moto X, Moto Z and Motorola One series, which includes projects like:

- **MOTO VOICE (<u>HELLO MOTO)</u>** or **ALWAYS ON VOICE (AOV)**: A hands-free, eyes-free, and touchless voice control experience app, by which users can control the device through voice commands.
  - Designed and architected the system for seamless functionality.
  - Implemented the tutorial screens for the application.
  - Integration and communication of third-party systems, to support various features.
  - Implemented the foreground screens for the applications.

- **TALK TO ME (TTM)**: A unique feature where the device would announce incoming calls and messages on encountering special events like *Driving / Headset connected /* at some specific *Locations*.
  - Being a feature owner, I was able to successfully drive the feature from scratch to completion
  - Implemented the State pattern for changing user's states.
  - Designed and implemented most of the foreground screens of the applications.
  - Involved in major discussions across the teams, for better implementation.
  - Supporting the feature for newer Android versions.

- **MOTO GAMETIME**: An enhanced setting for gamers for smooth and hassle-free gaming experience and access to quick tools.
  - Optimized device settings for gamers.
  - Implementation of overlay screens and other major application screens.
  - Added instrumentation logic to capture the usage of application features.

<u>App Recommendation</u> <u>logic using Machine Learning technology</u>: Completed the prototype for demonstrating the recommended apps to the user, based on the user's pattern of using the apps as an *Intern* at **Motorola Mobility India Pvt Ltd** under the guidance of *Mr. Darshan Nair*.

<u>Y-mail</u> <u>using C++ language:</u> A C++ mini-project that was built during the pre-final year, to mimic the Gmail application. It was an individual project that was built from the scratch, under the guidance of *Dr. Prof. Suhas*.

<u>Automated Student Database Management System</u> <u>using C# (WPF) and MySQL</u>: A standalone application that is deployed in the NIE IEEE student branch of National Institute of Engineering, Mysore, to eliminate the bookkeeping process.

EDUCATION

Masters in technology (MTech) in *System Software*, with specialization in *Data Analytics,*
BIRLA INSTITTUTE OF TECHNOLOGY & SCIENCE, PILANI, Rajasthan, India.
CGPA: 9.26

Bachelor of Engineering (BE) in *Computer Science and Engineering,*
NATIONAL INSTITUTE OF ENGINEERING MYSORE, Karnataka, India
CGPA: 9.79

Pre-University Course (PUC) with major in Physics, Chemistry, Mathematics and Computer Science
VIJAYA VITTTALA PU COLLEGE, MYSORE, Karnataka, India
Result: 97.5%

Secondary School of Lower Certificate (SSLC) with major in Mathematics and Science
SRI RAMAKRISHNA VIDYASHALA, MYSORE, Karnataka, India
Result: 96%