Yash Magane

✆ +44 7467419453　　　✉ yash.magane.11@gmail.com　　　🔗 www.yashmagane.tech

www.linkedin.com/in/yashmagane　　　https://github.com/YashMagane

Education

University Of Sussex	Sep 2021 - June 2024
BSc Computer Science *(First-Class Honours)*	Brighton, UK
Bachelor's Thesis - *Web App For Football Management*	

Preston Manor IV Form	Sep 2019 - July 2021
L3 Cambridge Technical Extended Certificate in IT (D*)	London, UK

Projects/Experience

Sainsbury's - Trading Assistant　　　Sep 2022 - Present
At the local branch, I assisted in replenishing stock and code checking across fresh produce,　　Brighton, UK
I also worked at the checkout and focused on the 'on-demand' section of the store.

DevFolio - Designed and developed a portfolio website to showcase professional and academic achievements. Implemented performance monitoring by conducting load testing with Apache JMeter, analysing response times and resource utilisation. Optimised site performance to handle up to 800 weekly visits, ensuring reliability under high traffic. Explored logging and monitoring techniques to track user interactions and site performance metrics.

TFTP Implementation - Developed a Java-based TFTP client and server using UDP and TCP sockets, following RFC 1350 specifications. Implemented concurrent file transfers, timeouts, acknowledgments, and error handling. Tested interoperability with third-party TFTP clients and servers, gaining hands-on experience with network protocols, socket programming, and low-level data transfer mechanisms.

Catan Board Game - Led a team of six as Project Manager for a Software Engineering module at the University of Sussex, overseeing the entire project lifecycle, from planning to development and documentation. Took primary responsibility for creating detailed technical documentation, system design, and development roadmaps, ensuring clarity and alignment across the team. Adopted an Agile approach, managing the project through sprint cycles to iteratively develop, test, and refine features, contributing to an overall grade of 87%.

CPU Schedulers - Enhanced and tested CPU scheduling algorithms such as Round Robin to optimise task processing for an Operating Systems module at the University of Sussex. Used Bash scripts to automate testing and evaluate performance, resulting in an 84% overall grade.

Lovejoy's Antique Website - Built a PHP-based e-commerce web app emphasising security against cyberattacks, including SQL Injections and XSS. Successfully passed 5 different simulated attacks during testing, earning 72% in the Introduction to Computer Security module.

Extra Curricular

AWS Graduate Scheme - Completed AWS Cloud Foundations, gaining knowledge of cloud architecture and core services.

Hackathon Participation - Regular participant in Brighton's largest annual Hackathon. This year, worked in a 6-person team to develop an AI chatbot for Hastings Direct, securing 4th place out of 14 teams.

Word Game - Building a real-time multiplayer game using Node.js and React, enhancing problem-solving and debugging skills.

Football - Active member of my local football team at Sussex's Sunday league, developing teamwork, resilience, and time management skills.

Skills

Programming Languages - Java, HTML, CSS, JavaScript, Python (Django), PHP, SQL
Relevant Skills - AWS, Bash Scripting, UDP/TCP Networking (Basic)
Languages - English (Fluent), Portuguese (Native), Gujarati (Only Speech)