Yash Pandey

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Vaishali ● Ghaziabad ● UP 201010

PROFESSIONAL EXPERIENCE

Deputy General Manager - IT

Gokaldas Exports, Bengaluru, Karnataka, India   March 2025 – Present
- Delivered Azure Synapse pipelines integrating 10+ sources, cutting report times by 75%
- Coordinated cross-functional teams to streamline data pipeline requirements and delivery
- Led Azure Data Lake initiative, centralizing 100M+ records and accelerating analytics by 60%
- Automated dynamic API endpoints with metaprogramming, reducing integration errors by 30%
- Built ETLA pipelines merging SQL, Excel, and proprietary DBs, improving reporting accuracy by 40%
- Implemented Medallion architecture, achieving project completion 6 months early; boosted productivity 25%

Quantitative Programming Specialist

Forefront Analytics, Conshohocken, PA, USA   September 2022 – August 2024
- Optimized SQL schema, reducing update times from 1 hour to 15 minutes
- Refactored codebase, halving data download times via optimized protocols
- Built Linux-based crypto validator, securing $1M SOL stake for the company
- Modernized scripting with auto-documentation, enhancing onboarding speed by 40%
- Introduced Jira, BitBucket, and Confluence, streamlining workflows across three teams
- Engineered AWS Lambda, REST API, and SQL data pipelines for automated daily updates
- Designed and deployed AWS ETL pipeline (Figma to deployment), increasing reliability by 35%

Data Scientist Fixed Income Co-op

Glenmede, Philadelphia, PA, USA   September 2019 – March 2020
- Automated data extraction via web scrapers and AWS Lambda, reducing manual effort by 70%
- Wrote Python ETL scripts refining data from multiple sources, decreasing errors by 25%
- Created AWS QuickSight dashboards aggregating 45M+ CUSIP datapoints for faster analytics
- Parallelized Python scripts, expediting 100K+ CUSIP data extraction, cutting runtime by 60%

TECHNICAL SKILLS

Programming Languages & Libraries: Python, C++, Java, C#, Bash, Node.js**,** Pandas, Selenium, TensorFlow, SkLearn, PyTorch

Development, Database & Cloud Tools: Git, Perforce, GitHub Actions, AWS Lambda, AWS QuickSight**,** Azure Synapse Analytics, Azure Data Factory, Azure Logic Apps**,** CI/CD, Agile, Linux**,** SQL (including PostgreSQL), NoSQL, Oracle

PRIOR PROJECTS

Product Owner and Programming Lead, Engine: Unity 3D, C#
Senior Design Project: Rushdown, Philadelphia, PA
3 v 3 Competitive Platformer recreating freeze tag with advance mobility
- Tuned animation state machine with root motion for all three playable characters
- Communicate requirements between advisor, art, design, and programming teams leveraging Jira
- Integrate core gameplay systems of abilities, online matchmaking, and movement system with test plans
- Principal developer in team for various features including abilities, online multiplayer, and player movement

Game Developer and QA, Engine: Unity 3D, C#
Pasithea by GLIDE Labs, Philadelphia, PA
AR/VR Phone app to become a part of a story with the exhibits of the local Public Metropolitan Museum
- Designed and developed gameplay and content estimating 3 hours of playtime spanning over the entire exhibit wing
- Created thematic UI design for the game further enhancing player experience
- Executed test plans for login authorization through Firebase

EDUCATION

Drexel University, Philadelphia, PA   Graduation Date: June 2022
B.S. in Computer Science   GPA: 3.36
With concentration in Game Programming and Development & Artificial Intelligence track

AWARDS AND ACHIEVEMENTS

Philadelphia Codefest Sponsor Category Winner   May 2019
1st in Indeed.com Most helpful Job Seeker
1st in Comcast Learning Module for Internet Essentials Customers

Dean's List - Drexel University