

# Sindhu Yasa

[linkedin.com/in/sindhu-yasa](https://www.linkedin.com/in/sindhu-yasa) | [github.com/sindhu-yasa](https://github.com/sindhu-yasa)

## PROFESSIONAL SUMMARY

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Applied Computer Science Master's graduate and Full-Stack Developer specializing in building responsive, scalable web applications. Proficient in modern JavaScript frameworks (React, Next.js), backend architecture (Python/Flask, Java/Spring Boot), and cloud integration (AWS). Experienced in optimizing enterprise workflows and bridging technical research with production-ready software solutions.

## TECHNICAL SKILLS

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**Languages:** Java, Python, C, JavaScript, TypeScript, SQL, HTML, CSS, C#

**Frameworks:** React JS, Next.js, Bootstrap, Tailwind CSS, Zustand (State Management), Node.js, Flask, Django, Spring Boot, RESTful APIs.

**Libraries:** pandas, NumPy, Matplotlib, scikit-learn, TensorFlow, Keras, Plotly

**Databases:** MySQL, PostgreSQL, MongoDB

**Other:** AWS, Azure, Git, Jenkins, ServiceNow, SAP

**Game Dev :** Unity 2D/3D, Vuforia AR, C# Scripting, Game Logic Design, Asset & Scene Management, 2D/3D Physics, Quality Assurance (QA) Testing, and Cross-Platform Building

## EXPERIENCE

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### Research Intern

Jul. 2025 – Present

*Columbus State University, TSYS School of Computer Science*

*Columbus, GA*

- Architected and developed an AR-based Java learning platform using **Unity and Vuforia**, implementing marker-based tracking to visualize complex Object-Oriented Programming (OOP) concepts.
- Designed a modular system for interactive 3D simulations, streamlining the integration of complex logic for beginner programmers.
- Refined application performance through iterative user testing and feedback loops, optimizing asset rendering and scene transitions for mobile deployment.
- Presented technical milestones at university-led events, demonstrating the intersection of **Spatial Computing** and educational technology to faculty and industry stakeholders.

### Operations Executive

Dec. 2021 – July 2023

*CYIENT*

*Hyderabad, India*

- Worked with **ServiceNow**, **SAP**, and **INX** to support and optimize enterprise operational workflows.
- Managed incident tickets, change requests, and service tasks ensuring SLA compliance.
- Performed data audits and root cause analysis to maintain system data integrity.
- Generated reports and contributed to dashboard updates for internal stakeholders.
- Collaborated with client (**Rio Tinto**) and cross-functional teams to resolve real-time issues.
- Automated repetitive workflows and improved process efficiency.
- Trained and mentored **10+ new hires**; created SOPs and documentation.

## EDUCATION

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### Columbus State University

Columbus, GA

*Master of Science in Applied Computer Science, Software Development Track*

*Aug. 2023 – May 2025*

### Ideal Degree College for Women

Hyderabad, India

*Bachelor of Science in Mathematics, Statistics, Computer Science; GPA: 8.82*

*Completed May 2021*

## PROJECTS

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- Art Gallery Affinity** | *React JS, Zustand, Art Institute of Chicago API* Apr. 2024
- Built an interactive UI using React JS and Zustand for exploring public art collections via REST API.
- Bank Loan Application Portal** | *Python, Flask, Object-Oriented Design* Dec. 2023
- Developed a secure web application for clients and employees to manage loan applications using OOD.
- Smart Course Planner** | *Python, Directed Acyclic Graphs* Dec. 2023
- Designed an academic planning tool using DAGs to manage course prerequisites and sequencing.
- PopUp Java – Game-Based Learning Platform** | *Unity, Vuforia, AR, Android, C#* Feb. 2026
- Developed a Unity-based educational game using Vuforia and Android AR for marker-anchored augmented reality.
  - Integrated multiple AR prefab simulations (robot, dog, tree) as interactive modules to reinforce Java concepts.
  - Packaged and built a Windows executable and began developing mobile and web-friendly versions.
- Egg Rush – 2D Arcade Game** | *Unity, C#, 2D Physics, Sprite Animation* Jan. 2026
- Developed a 2D arcade game featuring dynamic object spawning and collision-based scoring mechanics.
  - Implemented responsive player controls and optimized 2D physics for smooth character movement and interaction.
  - Managed game state transitions including start menus, game-over loops, and high-score persistence using C#.
- CSUBatch Scheduling System** | *Java, Multithreading, Scheduling Algorithms* May 2025
- Developed a command-line scheduling system with FCFS, SJF, and Priority Scheduling algorithms.
  - Implemented multithreading with mutex locks for thread safety and created a thread-safe job queue.
  - Led performance testing with JUnit to evaluate metrics like turnaround time and throughput.
- Walmart Retail Sales Forecasting** | *Python, XGBoost, Random Forest, PCA* Dec. 2024
- Built a predictive model using a dataset of 421,570 entries from 45 stores under Dr. Rania Hodhod.
  - Performed extensive preprocessing: date decomposition, holiday encoding, and PCA-based feature reduction.
  - Trained and evaluated models including Random Forest and XGBoost; achieved least RMSE using lag features.

## LICENSES & CERTIFICATIONS

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**Microsoft 365 Certified: Fundamentals** | Microsoft (June 2025)  
**SAP Certified Application Associate** | SAP, Cyient (May 2022)  
**Introduction to Programming in Python / Java** | Udemy (2024)