

Yash Khatri

☎ 8854089603 | ✉ yashkhatri88540@gmail.com | 📍 Jaipur, Rajasthan
🌐 [Portfolio](#) | 🐙 [Github](#) | 🔗 [LinkedIn](#) | </> [Leetcode](#) | </> [Codeforces](#)

EDUCATION

Malaviya National Institute of Technology Jaipur

Bachelor of Technology (B.Tech) | CGPA: 7.4

PROJECTS

FaceSwapper AI-Powered Chrome Extension | *TypeScript, Node.js, React.js, FaceFusion* [Video](#) | [GitHub](#)

- Built a Chrome extension that enables users to upload a source face and perform AI-powered face swaps directly on images across websites.
- Developed a custom image selection workflow that intercepts browser events and prevents website-specific image viewers, zoom handlers, and navigation from disrupting processing
- Built a local AI processing pipeline using FaceFusion, eliminating dependency on paid third-party APIs while maintaining real-time face-swapping capabilities
- Implemented asynchronous image processing, loading states, temporary file management, and dynamic DOM updates to replace images directly within live webpages without page reloads

GitHub PR Review Agent | *LangGraph, Pydantic, GitHub API, FastAPI, RAG, Prometheus* [GitHub](#)

- Built an agentic code-review pipeline using LangGraph, orchestrating specialized agents for quality, security, bug, and performance analysis with parallel execution.
- Built an agentic code-review pipeline using LangGraph, orchestrating specialized agents for quality, security, bug, and performance analysis with parallel execution.
- Identified redundant context retrieval across parallel agents, where each agent independently retrieved and consumed repository chunks, increasing LLM token usage; redesigned the context flow to reduce duplicated retrieval and context overhead.
- Added Prometheus metrics and structured logging. Integrated the pipeline with GitHub PRs.

Scribble.io Real-Time Multiplayer Drawing Game | *React, Node.js, Socket.IO* [Demo](#) | [GitHub](#)

- Built a full-stack real-time multiplayer drawing and guessing game using Socket.IO, enabling persistent bi-directional communication between server and clients
- Architected a custom event system with 10+ named WebSocket events (*draw, timer, word-chosen, correct-guess*) to synchronize canvas strokes, game state, and live chat instantly
- Implemented multi-round scoring, word selection flow, undo/redo, and a turn-lock mechanism preventing drawing before word selection
- Solved late-join state desynchronization by storing active game state server-side and re-emitting missed events to reconnecting sockets

ACHIEVEMENTS

1st Place Model Training Hackathon

- Secured first place in a college-level machine learning hackathon by building and optimizing predictive models

SKILLS

Frontend: React.js, Next.js, Tailwind CSS, EJS

Backend: Node.js, Express.js, FastAPI, Socket.IO, REST APIs

AI / Agentic AI: LangGraph, LangChain, RAG, LLMs, AI Agents, Agent Orchestration, Prompt Engineering

Databases & Caching: MongoDB, PostgreSQL, Redis

Libraries & Tools: Pydantic, Pandas, Matplotlib, Git, GitHub, Vite, Prometheus

Concepts: Data Structures & Algorithms, WebSockets, Real-Time Systems, OOP, Machine Learning, Observability