Devashish Mishra

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Education

KIET Group of Institutions (AKTU Lucknow) — 2023 - 2027
Bachelor of Technology in Computer Science, Ghaziabad, Uttar Pradesh
CGPA: 8.1/10

Experience

IBM SkillsBuild — AI & Cloud Intern — Jul 2025 - Aug 2025

- Built production-grade data pipelines and REST APIs for model training and evaluation.
- Deployed cloud-hosted services using IBM Watson APIs for real-time inference.
- Developed an XGBoost classifier achieving a **0.94 F1-score** with balanced class performance.
- Improved system reliability using logging, monitoring, and performance tuning workflows.

Infosys Springboard — AI/ML Intern — Aug 2025 - Oct 2025

- Built a complete application pipeline from data processing to backend integration.
- Streamlined experimentation workflows reducing iteration time by **30%**.
- Trained and evaluated CNN models achieving **89% validation accuracy**.
- Delivered a production-ready system selected as the official cohort submission.

Projects

NovusAI — Multi-Agent Research Platform — Oct 2025 - Jan 2026
FastAPI, React, Groq API, Supabase, Distributed Architecture
Live — GitHub

- Built a full-stack system with React frontend and FastAPI backend for multi-source data retrieval.
- Designed an orchestration layer coordinating **5 autonomous services** in parallel.
- Reduced end-to-end response latency to **under 10 seconds** using asynchronous execution.
- Reduced estimated research cost from **$1000 to $20** via automated retrieval and synthesis.

Pawdentify — AI-Enabled Web Platform — Sept 2025 - Nov 2025
React, FastAPI, TensorFlow, AWS EC2, Nginx
Live — GitHub

- Built a production-ready web platform with secure authentication and REST APIs.
- Implemented EfficientNet CNN achieving **89% classification accuracy** across 120+ categories.
- Designed scalable image upload and inference endpoints.
- Deployed backend on AWS EC2 with HTTPS and reverse proxy configuration.

10 Seconds Ahead — Tactical Puzzle Game Engine — Oct 2025 - Nov 2025
C++, SFML, OOP, Game Architecture
GitHub

- Implemented a command-queue movement system separating input from execution using OOP design.
- Built a dynamic hazard simulation engine for laser beams and projectile physics.
- Designed an undo/redo mechanism using a **LIFO action history stack**.
- Engineered a modular game engine with separate grid, player controller, and UI components.

Technical Skills

Languages: C++, Python, JavaScript, HTML, CSS
Frontend: React, Mantine, Tailwind CSS
Backend: FastAPI, REST APIs, JWT Authentication
Databases: MySQL, MongoDB Atlas, SQLite, Supabase
Cloud & DevOps: AWS (EC2, S3, IAM), Render, Netlify, Nginx, Linux, Cron
Core CS: Object-Oriented Design, Data Structures, Algorithms, System Architecture
Tools: Git, GitHub, VS Code, Jupyter, Kaggle

Certifications

- AWS Certified Cloud Practitioner — Credly
- AWS Certified AI Practitioner — Credly
- Database Programming with SQL — Certificate

Co-Curriculars & Achievements

- Student Placement Coordinator at KIET; organized mock interviews for 100+ students.
- Advanced to Round 2 of EY Techathon 6.0 (Top **4k out of 160k** submissions) with NovusAI.
- Participated in Tata Imagination Cup and Smart India Hackathon.