

# LABH CHANDRA BOTHRA

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## SUMMARY

Developed user-friendly apps and websites, boosting engagement by 10% in 3 months.

## EDUCATION

**Christ University Kengeri Campus**  
B.Tech, Computer Science Engineering

Aug 2022 - May 2024  
CGPA: 9.5/10.0

## TECHNICAL SKILLS

<b>Programming Languages</b>	Java, C++, React, C#
<b>Service Development</b>	JavaScript, HTML, CSS, RESTful
<b>Databases</b>	MySQL, MongoDB
<b>Additional</b>	Git, Adobe Photoshop, Premiere Pro

## EXPERIENCE

**Intern:** Feb 2025 - Present  
*UST Globals*

- Developing a website analysis app for identifying vulnerabilities and simulating security attacks.

**App Developer: (Self)** Aug 2023 - Present

- Launched four apps, including [Notes Sphere](#), [GradeMaster Pro](#), [CalcMate Pro](#), and [Background Remover App](#), all published on the App Store, enhancing user experience and functionality.

**Web Developer:** Apr 2024 - Jul 2024  
*Christ Incubation Center*

- Served as Head of the Christ Incubation Center website, leading 10+ members and driving initiatives that resulted in a 60% increase in online engagement within three months of launch.

**Web Developer:** Aug 2023 - Jan 2024  
*IEEE Computer Society*

- Created an interactive platform for IEEE's inc4 conference, reducing registration errors by 15% and improving participant satisfaction.

**Frontend Developer: TIE SSO India** Aug 2023 - Oct 2023

- Enhanced TIE SSO India's frontend, cutting support requests by 15% through better navigation and team collaboration.

## PROJECTS

**Mystic Bridges (PC Game)** Aug 2024 - Present  
• Designated as Head leading five members and developed an educational PC game for Enigma Spark Studios, engaging over 1,000 players in puzzle-solving challenges while showcasing intricate mystical environments to enhance cognitive skills.

**Farmer Basket App** Aug 2024 - Present  
• Developed a mobile app for the Smart India Hackathon, connecting 200+ farmers and consumers for fresh produce sales using **React Native, Express.js, Node.js, and MongoDB**.

**Full Stack website for school-to-parent communication** Aug 2024 - May 2024  
• Manual communication with parents was inefficient and error-prone using **React.js, Express.js, Node.js, Firebase, and Email JS**. This solution streamlined communication, reducing manual workload and improving message accuracy.

**Attendance App (Christ University Kengeri Physical Education Department):** Jun 2024 - Jul 2024  
• Implemented a real-time attendance tracking system using **React, Firebase, and Node.js** that reduced manual entry errors by 60%, drastically improving overall data accuracy for over 300 users within the first month.

**AI Waste Classification** Feb 2024 - Mar 2024  
• Created a Python machine learning model to automate recyclable material identification, achieving over 95% classification accuracy on diverse samples.

## ACHIEVEMENTS

- Secured 2nd Runner-Up** at Code Neural, a State-Level Hackathon held at ACS College of Engineering. Mar 2025
- Winner **Engineers Day 2024**, A Educational game development for students. Aug 2024
- Appointed as President of Astral Esports at Christ University and leading over 100+ members. Aug 2024
- Placed 2nd in the **PixelScript** competition by ASCII, noted for front-end skills and innovation among 50+ participants. Feb 2024
- Founded Enigma Spark Studios, creating an educational game that engaged 1,000+ students and earned positive feedback. Feb 2024
- Meritorious **Scholarship**, by Christ University Kengeri for Academic Excellence. Apr 2023
- Appointed as Media Team Head for Physical Education Department leading 100+ members. Oct 2023