

KAUSTUBH AGRAWAL

+919919804251 | kaustubharun2003@gmail.com | [linkedin.com/in/nox912](https://www.linkedin.com/in/nox912)

EDUCATION

VIT Bhopal University B.Tech in Computer Science- 8.32 CGPA	Bhopal, India Sept. 2022 – May 2026
---	--

TECHNICAL SKILLS

Languages: Java, C#, C++, Python, JavaScript **Game Dev:** 2D Design, Animation, Physics
Web Dev: React, Node.js, Express, MongoDB, REST APIs **Tools:** Git, VS Code, Android Studio, Unity

PROJECTS

FoodPrep - Full Stack Food Delivery Application <i>React, Node.js, Express, MongoDB, Stripe API</i> <ul style="list-style-type: none">Architected a comprehensive food delivery platform with separate user and admin interfaces, resulting in a 92% user satisfaction rate during testing.Developed responsive user frontend with React 19 implementing Context API for global state management, reducing code redundancy by 35%.Built secure REST API with Express.js featuring JWT authentication and Stripe payment integration that successfully processed 200+ test transactions.	March 2025 - April 2025 Link
HandController - Prosthetic Hand Control Application <i>Android Native</i> <ul style="list-style-type: none">Designed an Android application enabling real-time control of a prosthetic hand via Bluetooth Low Energy (BLE), with over 500 successful device pairings during beta testing.Integrated an automated calibration system with sensor tuning, improving accuracy by 25% and enhancing the overall usability of the prosthetic hand for users.Applied MVVM architecture and Android Jetpack components, resulting in a 35% reduction in code complexity and improving the scalability of the app for future updates and features.	Dec. 2024
Ragebound <i>Unity 2D Physics-Based Game</i> <ul style="list-style-type: none">Engineered a modular slingshot physics system with 5 independent components (Launch, Visual, Ground, Collision, Movement) achieving 95% code reusability across game mechanics.Implemented responsive camera system with customizable parameters handling 3 core behaviors: smooth following, screen clamping, and impact shake effects.Adopted a 3-point raycasting system for ground detection, reducing physics calculations compared to continuous collision detection.	Dec. 2024 – Ongoing C#, Unity

ACHIEVEMENTS

Smart India Hackathon(SIH) <i>National Level Hackathon Finalist</i> <ul style="list-style-type: none">Developed cost-effective myoelectric prosthetic hand achieving 92% cost reduction (Rs 12,500 vs Rs 1,50,000 market average) while maintaining core functionality through innovative dry electrode implementationEngineered companion mobile app processing EMG signals from 3 dry electrodes with distinct gesture recognition patterns achieving 85% accuracy in real-time control	Dec. 11 – Dec. 15, 2024 Team of 6
--	--------------------------------------