Kushagra Mangalam

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SKILLS

Programming Languages:	C, C++, R,C#
Web & Application Frameworks:	HTML/CSS , JavaScript
Data Science & Analysis:	Tableau, Excel, DBMS, R
Tools & Platforms:	Unity , Blender , Pieces
Soft Skills:	Adaptive Learner, Creative, Effective Communicator, Punctual, Innovative, Leadership

PROJECTS

Medi Chat: Medical Assistant ChatBot | Ollama, llama3.1, Node.js **Oct 2024 – Dec 2024**

- Developed and fine-tuned an AI-powered medical assistant chatbot to provide users with instant medical guidance and health-related information.
- Integrated Llama 3.1 for advanced natural language processing, improving response accuracy by 40%.
- Implemented symptom analysis, medication lookup, and health tips, enhancing user engagement by 50%.
- Utilized Firebase for secure authentication, improving login efficiency by 80% and managing 1,000+ records. Optimized data retrieval by 40% for better performance. Deployed the chatbot on AWS with 95% uptime, scaling to 500+ concurrent users.

Air BnB Dashboard | Excel, Tableau **Oct 2023 - Feb 2024**

- Created a data-driven project for Airbnb listing analysis, enabling comprehensive insights into pricing, availability, and host activity.
- Utilized Excel pivot tables and graphs for dynamic data visualization, simplifying trend identification across neighborhoods and room types.
- Enhanced user experience through intuitive data organization, facilitating quicker decision-making and efficient data interpretation.
- Optimized data processing workflows, improving analysis efficiency and ensuring accurate results for strategic insights.

Youtube Extension | Javascript , Html , CSS **March 2025 - Present**

- Developed a YouTube extension that allows users to bookmark the timestamp of a video, enhancing video tracking and accessibility.
- Implemented seamless integration with the YouTube interface to capture video timestamps on user interaction, improving user experience.
- Designed a user-friendly UI for easy bookmark management, allowing quick retrieval of saved video moments.
- Utilized JavaScript and Chrome Extensions API to ensure compatibility across multiple browsers and enhance functionality.

Training

Cipher Schools (EdTech Company) **June 2024 – July 2024**
Game Development using C#

- Completed hands-on training in Unity for 2D and 3D game development.
- Built game mechanics using C#, object-oriented programming, and game physics.
- Developed two game projects, including player movement, obstacle spawning, and score tracking.

CERTIFICATES/CERTIFICATIONS

Internet of Things (NPTEL) **July 2024 – Oct 2024**
Obtained foundational knowledge in internet of things and sensor applications.

Unity & Game Development (Cipher Schools) **June 2024 - July 2024**
Gather Knowledge about unity and its fundamental with C# scripting .

R Programming (Coursera) **Jan 2024 - May 2024**
Attained knowledge about r language and its functionalities .

ACHIEVEMENTS

SIH(Smart India Hackathon) | NIRMAAYA

- Lead a team in a hackathon to make project NIRMAAYA that connects patient and doctor via online mode.
- Also try to make a health card of a patient that stores all the previous prescription of that patient.

EDUCATION

Lovely Professional University **Phagwara , Punjab**
Bachelor of Technology **Pursuing**
Computer Science and Engineering; CGPA: 7.69

D.A.V Centenary Public School **Haridwar, Uttarakhand**
Senior Secondary
PCM; Percentage: 69% **May 2022**

D.A.V Centenary Public School **Haridwar, Uttarakhand**
Secondary
Percentage: 86% **May 2020**