

KUSHAGRA KATIYAR

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Education

University of Florida

Bachelor of Science in Computer Science and Minor in Statistics, AI Certificate

GPA: 3.9/4.0

Gainesville, Florida — May 2028

Technical Skills

Languages: Python, C++, JavaScript, TypeScript, HTML/CSS, R

Frameworks/Technologies: Nextjs, Vuejs, React, Node.js, Flask, Crow, TensorFlow, Expo

Tools/Platforms: AWS, GCP, Docker, CloudFlare, PostgreSQL, Figma

Certifications: Fundamentals of Deep Learning (NVIDIA)

Relevant Coursework: Data Structures and Algorithms, Computational Linear Algebra, UX Design, Computer Organization and Architecture, Regression Analysis, Software Engineering

Experience

English2Success

February 2025 – July 2025

Software Developer

Remote

- Developed a full-stack automation using **Flask** and **Python** for **450+ global users**, replacing manual processes.
- Reduced manual administrative overhead by **8+ hours** weekly through automated reporting and AI-powered summarization.
- Integrated **OpenAI GPT-4o** API for AI-powered report summarization and safety/content moderation of tutor submissions.
- Developed an automated email pipeline using **Gmail API** with **OAuth2**, sending **50+** weekly reminders and progress reports.
- Deployed dashboard with individual tutor profiles, school-specific analytics, using **Flask** and **GCP scheduled job** automation.

Involvement/Leadership

UF GatorAI

October 2024 – Present

Software Development Team Lead

University of Florida

- Led the development of KeyFrame, a full-stack AI-powered slide-show generation platform with **Redis** queue and **PostgreSQL**.
- Designed a pipeline orchestrating **OpenAI GPT-4o**, **Flux-Schnell**, **AWS Polly**, and **FFmpeg** with parallel processing.
- Implemented **Docker** containerization with **Cloudflare R2** streaming and **Next.js** frontend for production deployment.
- Achieved **5x** cost reduction from industry standard (1 dollars per minute) using slide-show style videos at **20** cents per minute.

UF Computing Student Union

October 2025 – Present

UI/UX Team Lead

University of Florida

- Managed UI/UX strategy for a campus-wide portal, streamlining event tracking for **200 CS students** and **25 organizations**.
- Spearheaded a cross-functional team of 5 designers using **Scrum** methodologies, ensuring seamless handoffs to developers.
- Developed high-fidelity prototypes in **Figma** utilizing the **ShadCN** library, resulting in **100 new active users**.

Gator User Design

September 2024 – Present

UX Designer

University of Florida

- Executed **user research** for the UF CSFG Lab website, identifying friction points through **qualitative analysis**.
- Architected a design system and high-fidelity interactive prototypes in **Figma**, ensuring visual consistency.
- Communicated design strategy through user journey maps, and detailed affinity boards.

Projects

OBC: Job Search and Networking Platform | Python, Vue.js, TypeScript, FastAPI, PostgreSQL

November 2025

- Implemented a full-stack job search and networking platform on **Vue.js** with **TypeScript** and **FastAPI**.
- Architected **PostgreSQL** database schema and implemented **RESTful API** endpoints to save and manage job listings.
- Developed sign-in and login screens with form validation, input handling, and responsive design.
- Integrated backend API services with Vue.js frontend using **Axios**, implementing error handling for favorites features.

Kitchennaire: Cooking Assistant (Hackathon) | Python, React Native, Tensorflow, Expo, OpenAI API

October 2025

- Built a full-stack **React Native** cooking app that generates instructions from YouTube transcriptions using **OpenAI API**.
- Implemented **TensorFlow** CNN for real-time hand gesture detection enabling hands-free video control through 5 gestures.
- Integrated **OpenAI Vision API** to automatically detect ingredients from user images and compare against recipe requirements.
- Designed **Flask** backend for ML inference and **React Native/Expo** frontend with **WebView YouTube** integration.

SteamSearch: Game Recommendation Engine | C++, Crow, HTML, CSS, JavaScript Amazon Web Services

August 2025

- Built a full-stack game recommendation engine with 7 algorithms processing **100,000+ titles**, achieving **sub-500ms** latency.
- Engineered AWS-powered data pipeline (EC2, Lambda, S3) ingesting **100,000** games from ISteamSPY API in under **6 hours**.
- Developed a **HTML/CSS/JS** algorithm (cosine similarity, min-hash, etc) visualization dashboard and a **Crow** (C++) backend.
- Containerized** C++ application with Docker, deployed on **GCP** with auto-scaling, reducing deployment time by **75 percent**.