

# Yuvraj Kaushik

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## Summary

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Final-year Computer Science and Design student with foundational skills in Web Development (MERN, Flask), Data Analysis, and UI/UX Design. Have worked on small-scale applications, including productivity tools and introductory AI-powered projects. Enthusiastic about learning new technologies, improving skills through hands-on projects, and contributing to solutions that enhance usability and performance.

## Skills

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- **Languages:** Python, JavaScript
- **Frameworks & Libraries:** React.js, Node.js, Express.js, Flask
- **Databases:** MySQL, MongoDB, MongoDB Atlas
- **Tools:** Git, GitHub, Render, Vercel, Power BI, Figma, Wix Studio, Godot, Unreal Engine, Canva, Vimeo

## Education

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**Dayananda Sagar Academy of Technology and Management, Bengaluru**

2022 – 2026

*B.E. in Computer Science and Design*

- **CGPA:** 8.84/10
- **Coursework:** Fundamentals of Machine Learning, Artificial Intelligence, Deep Learning, Blockchain technology, UI/UX

## Projects/Experience

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**ACI – Animal Classifier Web App**

July 2025

<https://aci.onrender.com>

- Developed a Flask-based web app integrating a deep-learning model with Google's Teachable Machine, achieving 92% plus accuracy in animal classification.
- Used HTML, CSS, JavaScript, Python, Flask, Teachable Machine, Render for development and deployment.

**Knight2D – First basic fun 2D Godot game**

Dec 2024

<https://knight2D.itch.io>

- Created a 2D game in Godot featuring a knight avatar that collects coins and dodges enemies and hazards.
- Implemented gameplay systems using Godot Engine and GDScript; published to Itch.io.

**Smart Placement Diary (MERN)**

Sept 2025

<https://pd.onrender.com>

- Building a MERN stack application enabling students to manage placement records; designed to handle 5+ concurrent users and track 10+ placement entries for now.

**UI/UX Intern CodSoft (Virtual Internship)**

May 2024 - June 2024

- Designed and prototyped multiple sign-up and login pages during a 4-week virtual internship using Figma.
- Applied UI/UX principles to improve user flows and usability.

## Achievements

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- Awarded 1st Place in the Project Presentation at the DSATM OpenDay Project Exhibition (out of 16 teams).
- Achieved 1st Place in a UI/UX Hackathon hosted by the AIML Dept. at Dayanand College of Engineering (10+ teams).
- Secured 2nd Place in the Visionary Venture competition, CSD Dept., DSATM (out of 16 teams).

## Extra-Curricular Activities

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- Organized and led a 3-day Tech Fest with 500+ participants from 10+ colleges, securing a sponsorship from Domino's.
- Managed a Discord community of 1,000+ active members, ensuring smooth engagement and a positive environment.
- Headed an eSports event for 10+ teams.