KAUSTUBH NEGI

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EDUCATION

Arizona State University May 2026
Master of Science in Computer Software Engineering

University of Mumbai May 2022
Bachelor of Engineering in Information Technology

TECHNICAL SKILLS

Languages	Python, JavaScript, C#, C++, C, Java, PHP, JQuery
Frameworks / Libraries	React.JS, Angular, .Net Core, SpringBoot, Laravel (PHP)
Databases / Technologies	SQL, MongoDB, Kafka, Elasticsearch, Microservices
Cloud Technologies	Azure, AWS, Firebase

WORK EXPERIENCE

GEP Worldwide | *Software Engineer* June 2022 - August 2024

- Led the development of backend APIs using **C# (.NET Core)** within a microservices architecture, with **MongoDB** and **ElasticSearch** for efficient data management and retrieval, improving service scalability and cross-team collaboration.
- Engineered an anomaly detection system in the Invoice module, leveraging **ElasticSearch** for analysing data and **enhancing accuracy by 20%**, which improved client audits and customer satisfaction.
- Integrated **Generative AI (GenAI)** features into the Invoice module using **FastAPI (Python)** for the backend and **Angular** for the frontend, reducing manual effort and **accelerating processes by 25%**, delivering significant efficiency gains for customers.
- Encouraged teamwork and **improved code quality** by conducting **peer code reviews**, which enhanced collaboration, reduced defects, and accelerated development cycles, resulting in **increased team efficiency**.

Dquip CRM | *Jr. Software Developer (Intern)* August 2021 - June 2022

- Engineered critical operational features using **Laravel (PHP)** and **jQuery**, including slot request management, automated bill of lading, approval transfers, and a one-click multiple approvals function, that streamlined processes and enhanced workflows, significantly **reducing manual effort and operational costs**.
- Optimized **SQL stored procedures**, boosting system efficiency and ensuring data integrity, which accelerated data processing times and improved overall system performance.

PROJECTS

2048 Game | *Next.js, Typescript, Tailwind CSS* Fall 2024

- Developing a web-based 2048 game using **Next.js** with **typescript** including features like tile movement, merging logic, and responsive UI
- Implementing an **auto-solver** algorithm to autonomously play and solve the game.

AI Game Solvers | *Python* Spring 2024

- Engineered AI solvers for Sliding Tiles, Sudoku, and 2048 using advanced techniques.
- Implemented **A*, BFS, and DFS** for Sliding Tiles with **Manhattan distance optimization**.
- Built a 2048 solver using **Expectiminimax with alpha-beta pruning**, achieving sub-0.2 second move computations.

Water Management System | *React Native, Firebase, C, NodeMCU* Summer 2022

- Developed an Internet of Things (IoT)-enabled model and application for automated water management.
- Designed a circuit using **NodeMCU** to detect the level of water in storage tank.
- Integrated a mobile application for **real-time water level monitoring** and controlling the system remotely.

ACHIEVEMENTS

- Achieved Award for Exemplary Contribution In GEP Worldwide
- Ranked 2nd in inter college coder of the semester competition during Semester 6
- Led a winning team for project-based learning in 3rd semester of engineering