

Kenisha Kaushal

Tempe, Arizona 85281

(623)332-4473 | kkaushal5905@gmail.com | linkedin.com/in/kenisha-kaushal | github.com/kenishakaushal

EDUCATION

Arizona State University <i>B.S. in Computer Science (Software Engineering), Minor: Data Science (Honors)</i>	Expected May 2027 GPA: 3.82
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EXPERIENCE

XR Creative Associate <i>ASU Mesh Labs</i>	August 2025 – Present AZ
• Contribute to XR production projects and lead the UX/UI Design Guild, driving design initiatives and mentoring members.	
Founder and Chief Operating Officer <i>Kavyy</i>	February 2023 – Present United States
• Founded a seed-stage startup developing an AI-powered platform that connects authors with publishers through personalized recommendations, manuscript refinement tools, and direct submission channels.	
AI Research Engineer <i>Responsible Innovation Lab</i>	January 2025 – May 2025 Tempe, AZ
• Led development of AI chatbots using fine-tuned OpenAI models integrated with WordPress and PHP, designing PostgreSQL databases that log and analyze queries and responses across multiple lab chatbots to enhance AI performance and community impact while promoting ethical innovation.	

PROJECTS

Sentiment Analysis Project <i>Python, TextBlob</i>	github.com/kenishakaushal/sentiment-analysis
• Developed a model that categorizes user-inputted text as Positive, Negative, or Neutral, returning corresponding emoji representations, with an adjustable sentiment threshold for flexible mood classification.	
Fashion MNIST Classifier <i>Python, TensorFlow, Keras</i>	github.com/kenishakaushal/fashion-mnist-classifier
• Developed a neural network to classify clothing images from the Fashion MNIST dataset, achieving 97.6% accuracy using TensorFlow and Keras.	
YouDub <i>JavaScript, HTML, CSS, APIs</i>	devpost.com/software/youdub
• Developed a Chrome extension for customizable English voice-overs on YouTube videos using ElevenLabs and Google Cloud APIs, enhancing accessibility by translating and dubbing content, and presented it at CalHacks before submitting it for Chrome Web Store review.	

RESEARCH

Research Assistant @ STEMMA Project, University of Galway <i>Digital Humanities, Data Science</i>	
• Building data-driven classifiers for professions and literary genres in a 198K+ early modern English poetry dataset using advanced text analysis, improving tagging efficiency through collaboration with an interdisciplinary team.	
ARtistry: AR Art Exhibit <i>Unity, AR, Artificial Intelligence</i>	
• Developed an immersive AR experience with AI-driven curation for visitor-created virtual art. Currently expanding the project and writing an honors thesis on AI's impact in subjective fields like art.	

COMMUNITY & LEADERSHIP

Student Leader <i>Grand Challenges Scholars Program, ASU</i>	January 2025 - May 2025 AZ
• Mentor 100+ multidisciplinary scholars while coordinating events, newsletters, and social media to foster engagement in ASU's chapter of the National Academy of Engineering's GCSP.	
Teaching Assistant <i>Arizona State University</i>	Aug 2024 – Present Tempe, AZ
• Lead weekly ASU 101 sessions as a section leader for first-year students covering lectures, workshops, and academic support; evaluate assignments, track attendance, and provide individualized feedback.	
• Support University Physics II students as a Learning Assistant by facilitating recitations, guiding problem-solving, and reinforcing conceptual understanding through active learning.	

TECHNICAL SKILLS

Languages: Python, Java, C/C++, JavaScript, SQL
Frameworks & Libraries: React, Flask, TensorFlow, Keras, HTML/CSS
Tools & Platforms: Git, VS Code, Figma, Postman, Unity
Databases: PostgreSQL, MySQL, pgvector
AI/ML: Embeddings, RAG, Prompt Engineering, Model Fine-tuning
Practices: API Integration, Cloud Deployment, Agile

ADDITIONAL INFORMATION

Certifications: CS50x - Introduction to Computer Science (Harvard, edX), INFOSYS Power Programmer (Forage), VISA Token Service (Forage)
Publications: <i>Out of Oblivion</i> (2023)