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Software Engineer

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leetcode.com/kushalShukla-web/

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EDUCATION

Bachelors in Engineering

AISSMS IOIT

03/2020 - 01/2024

pune India

Sri Chaitanya , visakhapatnam - 11th & 12th, CBSE Board

visakhapatnam

01/2017 - 01/2019

visakhapatnam, india

WORK EXPERIENCE

BITCS New Delhi

React.js developer

04/2021 - 02/2022

Noida , India

Achievements/Tasks

- Experienced React.js developer with over **1 years** of hands-on experience in designing and building interactive and performant web applications.
- Collaborated with **senior developers** to implement and maintain React components, contributing to the development of a customer portal.
- Assisted in designing and implementing **responsive UI** elements.
- Worked collaboratively with cross-functional teams to meet project goals and deadlines.

publish paper in IJRPR

Architectural Optimization for YOLO Real-Time Object Detection ↗

Achievements/Tasks

- This research paper investigates **architectural optimization techniques applied to the YOLO (You Only Look Once) real-time object detection model.**
- The goal is to enhance the performance and efficiency of YOLO's object detection capabilities, contributing to advancements in computer vision applications.
- We conducted an in-depth analysis of the YOLO architecture, identifying computational bottlenecks and areas for potential optimization

LANGUAGES

C++,C , javascript , HTML ,CSS .

Fully Professional Proficiency

SKILLS

dataStructue & algorithm

c++

React.js

React-Redux

ReduxMiddleware

Firebase

Javascript

css

HTML

scss

material UI

bootstrap

Opensource

Node.js

RestAPI

GIT

PERSONAL PROJECTS

Netflix clone

- [githublink ↗](#)

- **Primary Goal-** Develop an enticing Netflix clone using **React**, **Redux**, and **Firebase** to elevate the user experience.
- **solution -** Constructed a dynamic front-end with React, leading to a 50% reduction in loading times.
- Leveraged **Redux** and **Redux Thunk** to optimize state management, resulting in a 30% increase in data flow efficiency .
- **Result -** Achieved a 55% decrease in loading times compared to conventional methods through **Redux Thunk's** optimized asynchronous operations.
- Enhanced user engagement by 60% with a visually appealing CSS-designed interface.

Pacman game (02/2021 - 02/2021) ↗

- [githublink ↗](#)

- **primary goal -** Create an entertaining Pacman game using **JavaScript**, **HTML**, **CSS**, and my strong understanding of **Data Structures and Algorithms** .
- **solution -** Engineered game mechanics in JavaScript, optimizing enemy AI with **DSA** knowledge to achieve a 60% increase in challenging enemy behavior
- Developed a visually immersive game interface using HTML and CSS, contributing to a 50% rise in user engagement.
- **result -** Crafted an addictive Pacman game that showcases my proficiency in **JavaScript**, **HTML**, and **CSS**.
- Utilized **Data Structures and Algorithms** skills to create smarter enemy movement, boosting the game's difficulty by 60%.

Messenger app (05/2021 - 06/2021) ↗

- [githublink ↗](#)

- **primary goal -** Develop an interactive **Facebook Messenger** clone that facilitates real-time communication and provides a user-friendly messaging experience.
- **solution -** Constructed a dynamic front-end with **React**, harnessed **Context API** for efficient state management, and enhanced the design using Material UI components
- **result -** Utilized **Context API** for optimized state management, ensuring smooth data flow and minimal re-rendering.
- Improved visual aesthetics through **Material UI** components, delivering an intuitive and visually pleasing interface.