

KANISHKA KHANDELWAL

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EDUCATION

B.Tech. in Computer Engineering, SVKM's MPSTME NMIMS University **CGPA: 8.5/10**
CBSE 12th Board (2021), Carmel Convent Senior Secondary School **85%**
CBSE 10th Board (2019), Carmel Convent Senior Secondary School **90.4%**

EXPERIENCE

DeltaX, Associate Engineer Jan '25 - Present

- Engineered 3 high-reliability backend microservices handling contracts, invoices, reserve orders, and auditing workflows, improving data consistency and operational accuracy across financial systems.
- Optimized change-comparison logic to intelligently detect meaningful business updates, ensuring amendment workflows trigger only when required..
- Built and enhanced the end-to-end Estimate creation and auditing flow, resolving critical workflow gaps and improving clients' financial tracking reliability.
- Designed and implemented a flexible Free Form accounting workflow, enabling users to create structured financial entries through dynamic Chart of Accounts selection.
- Mentoring new joiners under their training period, guiding them on architecture, code standards, and production deployment practices.

RaptorX (Formerly Panoplia.io), Application Developer Oct '23 - Dec '23

- Developed and optimized six major gameplay and system functionalities, enhancing frame performance, reducing load times, and delivering smoother in-game interactions for users.
- Drove creativity during eight product ideation and design sessions, proposing gameplay mechanics and technical solutions that influenced feature direction and user experience strategy.

PROJECTS

KSOS Mobile App (95K+ Downloads) July '24

- Designed and developed a mobile application for students of Kota with real-time location tracking, ensuring low-latency performance for emergency response systems deployed by Rajasthan Police.
- Technologies used: Flutter, Firebase, OpenStreetMaps API; app featured in 10+ national media outlets like [Aaj Tak](#), [Etv Bharat](#), [Dainik Bhaskar](#), etc. and Trended no. 3 in Parenting on [Playstore](#) (95K+ Downloads)

CineDB Backend April '25

- Developed a complete backend for an IMDB-like application using .NET, C#, SQL Server, and RESTful APIs, supporting full CRUD operations for movies, actors, producers, genres, and reviews.
- Implemented and tested all API endpoints using Postman; leveraged stored procedures for optimized movie insertion and updates, ensuring efficient database interactions. [Link Here](#)

Statistical Optimization Library Aug '23

- Designed and developed a Python toolkit for statistical analysis and optimization, utilizing NumPy, Pandas, SciPy, Scikit-learn, Matplotlib, Seaborn, and Pulp 2.3.
- Published the toolkit [ORTipy2](#) on PyPi, surpassing 1,000+ downloads.

Benny's Adventure Arcade Game Nov '23

- Developed an exclusive gaming project, featuring custom gameplay mechanics, in-game physics and level design.
- Debugged and optimized game performance, resolving critical gameplay logic issues for a smoother experience. using Unity, C#, Unreal Engine.

SKILLS

Languages	C#, C++ (Leetcode 180+), Python, C, JavaScript
Backend & Frameworks	.NET, MySQL, NoSQL, Firebase, Jenkins
Android Development	Flutter, Dart
Web Development	HTML, CSS, JS, ReactJS, VueJS, TypeScript, Tailwind CSS, Bootstrap
Softwares	Unity, Unreal Engine, Android Studio
Data Analytics	MATLAB, SaS, Tableau, Numpy, Pandas
Development Tools	WIX, WordPress, Git, Github, Oracle Apex, Bitbucket