



CONTACTS



+91 8317368961



abhay060704@gmail.com



linkedin.com/in/abhay-krishna-mv



EDUCATION

Gobal Academy of Technology

Computer Science Engineering

Bangalore, India 2022 - 2026

CGPA | **8.35** / 10

NMKRV College

PCMB

Bangalore, India 2020 - 2021

Percentage | **82.7** / 100



OBJECTIVE

Computer Science student passionate about system design and architecture, skilled in JavaScript, Python, Node.js, and Express. Experienced in scalable web app development, microservices, API implementation, and working with both relational and NoSQL databases. Proficient with Git and Postman, with strong knowledge of scalability, fault tolerance, and performance optimization.



SKILLS

Git · GitHub · Jupyter ·

Jupyter Notebook · MongoDB ·

Matplotlib · NumPy · Pandas · Python ·

Scikit-learn · ReactJS · CSS · HTML ·

NodeJS · ExpressJS



FIND ME ONLINE

● GitHub

github.com/Hammerhead04

● LinkedIn

<https://linkedin.com/in/abhay-krishna-mv>

ABHAY KRISHNA M V

STUDENT | SOFTWARE DEVELOPER



EXPERIENCE

Aulosa

08/2025 - Present

Software Developer Intern

- Secured 100% of endpoints with JWT-based authentication.
- Integrated AWS DynamoDB to handle 500K+ records with optimized indexing and queries.
- Developed 10+ scalable RESTful APIs using Node.js and Express to handle artist analytics, profile management, and music metadata.
- Reduced API response times by 35% through caching strategies and query optimization.

Tranna

Date period

Backend Intern

- Highlight your accomplishments, using numbers if possible.



PROJECTS

Diabetes Prediction using Random Forest (Python, Scikit-learn)

Built a Random Forest model to predict diabetes using clinical data, achieving ~76% accuracy.

- Built a binary classification model to predict diabetes using the Pima Indians dataset.
- Performed data preprocessing, feature scaling, and trained a Random Forest classifier.
- Achieved approximately 76% accuracy and evaluated performance with a confusion matrix and classification report.

QR-Enabled AR System for 3D Medical and Agricultural Training

Created a QR-enabled browser-based AR training system with interactive 3D models, real-time rendering, and integrated user assessments.

- Developed a browser-based AR system with QR code access for interactive learning experiences.
- Built a responsive React.js interface integrated with real-time 3D model rendering using Three.js.
- Enabled model interactions including zoom, rotation, and detailed exploration.
- Incorporated assessment modules to test user understanding within the platform.