

Krishnan Rajiyah

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EDUCATION

UC, BERKELEY

BA IN COMPUTER SCIENCE

Expected May 2018 | Berkeley, CA

LINKS

Github:// [krajiah](#)

LinkedIn:// [krishnanrajiah](#)

AWARDS

MONEY2020 HACKATHON

Visa Challenge: 3rd place, Best Pitch Award

COURSEWORK

- Artificial Intelligence
- Intro to Internet: Architecture & Protocols
- Software Engineering
- Efficient Algorithms and Intractable Problems
- User Interface Design and Development
- Computational Models of Cognition
- Introduction to Database Systems
- Machine Structures
- Discrete Math and Probability
- Data Structures

SKILLS

LANGUAGES

Over 5000 lines:

JS • Python • Java

Over 1000 lines:

Ruby • GoLang • C# • C • C++

Familiar:

PHP • Shell • Assembly (MIPS)

FRAMEWORKS

ReactJS • NodeJS • Ruby on Rails •

AngularJS • MEAN Stack • jQuery •

PolymerJS • OpenStack • Android • Ionic

SERVICES

Proficient:

Heroku • Cloud Foundry • Firebase •

Parse • Predix

EXPERIENCE

GE DIGITAL | CLOUD ARCHITECT INTERN + DIGITAL TECHNOLOGY

LEADERSHIP PROGRAM (DTLP) INTERN

June - Aug 2017 | San Ramon, CA

June - Aug 2016 | San Ramon, CA

- Developed Fullstack Web apps within the Predix Cloud suite, in order to automate a client's smart 3D printing factory, and detect anomalies during print jobs (NodeJS, GoLang, PolymerJS, HTML, CSS)
- Developed automation scripts and a DNSaaS plugin for the Openstack cluster (Python, OpenStack, Unix).
- Increased the IaaS capacity by 30% and increased efficiency in access to the IaaS.
- Won 2nd place in the intern wide Predix Hackathon 2 years in a row.

MOBILE DEVELOPERS OF BERKELEY | VP OF DEVELOPMENT

August 2015 - Present | Berkeley, CA

- Guided 15+ teams of developers over many semesters in successfully building and launching mobile apps.
- Administered 2 5-week Fullstack Web development training programs to 10+ students total.
- Drove recruitment to select the best developers among 400+ applicants in UC Berkeley.
- Developed 4 apps in areas such as games, IoT, education, and food by using technologies like Android, Angular, React, NodeJS, Plaid, Stripe, Firebase, Parse, Facebook SDK, Google Maps API, and more.

PANTREE | FULLSTACK WEB DEV + BACKEND DEV + ARCHITECT

June - Aug 2016

- Developed on a team of 7 engineers who was contracted to make an iOS app for PantreeInc that lets users discover healthy meals near them.
- Implemented a REST API to centralize backend between mobile and web app, as well as handle payments (NodeJS, Stripe, Heroku).
- Built a web app for the company's employees to easily interface with the database (NodeJS, HTML, CSS, JS, Angular JS)

GE TRANSPORTATION | SOFTWARE ENGINEERING INTERN

June - Aug 2015 | Erie, PA

- Refurbished a legacy server by configuring layers of VMs in order to emulate a Sharp 68030 / HP-UX legacy server (C programming - OS level, Unix bash scripting).

PRIVATE PROJECTS

ASSASSINS GUILD | WEB, ANDROID, & IOS APP

- Lead a team of 3 developers to make a multi-platform app, which allows users to manage and play the game of Assassins.
- Developed the Web and Android apps, as well as implemented the centralized REST API (AngularJS, NodeJS, HTML, CSS, Android)
- Grew user base to 200+ active users by publicising app via Mobile Developers of Berkeley.