

# 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

## SKILLS

### LANGUAGES

Over 5000 lines:

GoLang • Kotlin • Java • Scala • Python • JS

Over 1000 lines:

Typescript • Ruby • Groovy • C# • C++

Familiar:

PHP • Shell (Unix)

### FRAMEWORKS

Docker • Kubernetes • React Native • NodeJS • Ruby on Rails • AngularJS • MEAN Stack • jQuery • PolymerJS • OpenStack • Android

### SERVICES

Proficient:

AWS • GCP • Azure • Heroku • Firebase  
• Parse

## WORK EXPERIENCE

### WORKDAY NEXT | SOFTWARE ENGINEER P3

July 2019 - Present

- TODO

### TRUSTED KEY | SOFTWARE ENGINEER

May 2018 - July 2019

- TODO

### MOBILE DEVELOPERS OF BERKELEY | VP OF DEVELOPMENT

Aug 2016 - May 2018

- Lead about 7-8 different development teams into driving success for their product launches and assisted technically wherever teams needed me. Ran seminars and did sprint planning with each dev team.
- Contributed to paid customer contracts that MDB signed with.
- Worked on a variety of fullstack mobile projects (including assassins guild mentioned in the section below)

## SIDE PROJECTS

### BASYS IOT | IOT PLATFORM, WEB, REACT NATIVE: ANDROID + IOS

- TODO

### RPG IRL | RESTFUL API, REACT NATIVE: ANDROID + IOS

- TODO

### ASSASSINS GUILD | WEB, ANDROID, & IOS APP

- Web, Android, and iOS app for managing and organizing the game of assassins.
- Visionary, Lead Architect, Sole Full Stack Dev & Backend Dev. Project lead who managed a team, developed a workflow, assigned user stories to developers, performed code reviews, and more.
- We had around 1k users just by word of mouth.