Krish Kochar

EDUCATION

University of Waterloo

Sep. 2022 – Apr. 2027 (Expected)

Candidate for Bachelor's of Computer Science (Hons.), Co-op (3rd Year)

GPA: 3.94

TECHNICAL SKILLS

Languages: C/C++, Python, Bash, Javascript, Go, R, Typescript, SQL, Java

Frameworks: React, Node.js, Express.js, MongoDB, Next.js, Bootstrap, TailwindCSS, GTest

Tools: Git, Docker, Jenkins, Kubernetes, Selenium, gcov, QEMU, QNX, Linux, Colab, Jupyter, Conan

Libraries: Pandas, NumPy, Matplotlib, Scikit-Learn, Seaborn, OpenCV, OpenVX, Xlib, Boost

EXPERIENCE

Ford Motor Company

May 2024 - Aug 2024

Platform Software Developer Intern

- Implemented a Vision Compute Service in C++ with AUTOSAR, leveraging OpenVX/CV for the FNV4 OS
- Developed unit & functional tests using GTest & Python, increasing code coverage on Sonarqube to over 94%
- Diagnosed and fixed a critical defect in service termination, enhancing test success rate to 100%
- Boosted functional test coverage to 80% by integrating gcda file packaging in Jenkins pipelines using gcov
- Automated release header validation and code size analysis using Python scripts, reducing package size by 20%

Publicis Sapient May 2023 - Aug. 2023

Intern Engineering, Co-op (Backend Development)

- Engineered RESTful APIs using Go & Javascript to power an employee management feature for 300+ users
- Identified and resolved 10+ crucial bugs, leading to 20% greater client satisfaction
- Collaborated to design microservice-based architectures for a backend system, boosting performance by 25%

EXTRACURRICULARS

WAT.ai Design Team

Oct. 2023 - May 2023

Core Member - Building Power Prediction

- Trained ML models that predict building energy consumption with an 85% success rate, fostering sustainability
- Optimized by using a large dataset of 500+ households, collected over an extended period to enhance accuracy
- Performed Exploratory Data Analysis (EDA) in Jupyter to identify key factors driving building energy use

Projects

RaIInet \square \cap \mid C++, Xlib, UML

Nov. 2023 - Dec. 2023

- Collaboratively designed and developed a two-player C++ board game inspired by Stratego
- Applied Object-Oriented Programming (OOP) principles and Design Patterns for optimal code modularity
- Crafted an aesthetically pleasing graphics display leveraging the X11 Library with a fast 200ms rendering time
- Employed the MVC Architecture and SOLID principles to ensure a scalable and maintainable codebase

The Used-Book Store 🗹 🗘 | Node.js, Express.js, React, MongoDB

Jan 2023 - Present

- Innovated a MERN stack platform enabling the seamless exchange of used books among 20+ university students
- Established RESTful API endpoints in Express.js, managing a MongoDB database with data for 50+ books
- Fashioned a secure user authentication using JWT, HTTP cookies, and Bcrypt for password hashing
- Implemented a responsive front-end using **React**, enhancing user experience and with intuitive navigation

Finvest Advisor **Z** O | Python, Streamlit, Pandas, NumPy

Oct. 2023

- Launched a Python web app that uses mock financial data to predict profitable investment options
- Deployed ML Algorithms, like Cosine Similarity, to analyze data and make predictions with a 90% accuracy
- Created anomaly detection algorithms, reducing false positives by 20% and improving overall accuracy