

Krish Khatri

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EDUCATION

Rice University, Houston, TX
Master of Computer Science

December 2022

The University of Alabama, Alabama, AL

Bachelor of Science in Computer Science

May 2021

• **Relevant Coursework:** Discrete Mathematics, Advanced Data Structures and Algorithms, Operating Systems, Computer Algorithms, Software Design & Engineering

• **Awards & Honors:** President's List, Dean's List, Presidential Scholarship, Department of Engineering Scholarship

TECHNICAL SKILLS

Languages: C, C++, Java, C#, Python, JavaScript, HTML, CSS, SQL, TypeScript, PHP

Tools & Technologies: MS Visual Studio, Eclipse, IntelliJ, Android, PyCharm, Linux, Windows, PyTorch, Angular, Oracle RDBMS, MongoDB, MySQL, CLion, Docker, GIT

PROFESSIONAL EXPERIENCE

BAMA-1 CUBESat Flight Software Intern,

UASpace (NASA's 2020 CubeSat Launch Initiative) – The University of Alabama, Tuscaloosa, AL Jan 2021 – August 2021

- Designed and implemented space flight software to deploy drag sail using Python to ensure smooth communication between core flight software modules.
- Collaborated with team at NASA to ensure all requirements for the CUBESat Satellite were met.
- Designed flight path system using optimal path planning and trajectory optimization algorithms.
- Developed internal communication system for the CUBESat in C to allow for constant communication with ground stations.

Software Engineer Intern,

Journal of A Pandemic Year – The University of Alabama, Tuscaloosa, AL

Jan 2021 – May 2021

- Led a project to develop a user-friendly, dynamic, and responsive website responsible for showcasing citations from Zotero DB in an interactive fashion.
- Devised various custom responsive WordPress plugins in PHP to extract data from Zotero DB and showcase it in an engaging manner.
- Designed and implemented user-friendly gui utilizing HTML, CSS and JavaScript
- Coded web-based DBMS tools to allow for history management, and data modeling using JavaScript, HTML, and CSS
- Implemented and maintained database system framework security modules using C in response to clients' feedback

PROFESSIONAL PROJECTS

Employee Management Web Application: HTML, CSS, C, PHP, SQL, MYSQL

- Developed an employee management web application utilizing C for backend and HTML, CSS and PHP for frontend
- Used Apache2 to host all webpages and MYSQL to store all employee information
- Tested application for vulnerabilities like SQL injection attack
- Patched vulnerabilities by editing back-end php code and adding prepared statements

Course Management System: Java, CSS, HTML, MySQL, Servlets, JSP

- Developed a three-module online course management system to facilitate smooth and easy interaction between students and instructors using HTML and CSS for front-end; JSP and Java Servlet for back-end.
- Created a responsive and user focused UI to improve user experience.
- Deployed on HTTP enable Tomcat server
- Incorporated MYSQL database server to allow for data storage service

Kombat Karl: C#, Unity, ASP.net

- Collaborated with team at The University of Alabama to create a first-person shooter game using C# and Unity.
- Aided in game design and development of new ideas
- Implemented significant game engine components and gameplay routines
- Analyzed code and presented technical options to the rest of the team
- Tested game components by using combinatorial testing

Airplane Cost-Time Algorithm: C++

- Collected and examined common user behavior regarding flight paths and times
- Utilized bellman-ford algorithm to design a new algorithm that ensures O(VE) performance in finding the most cost-effective path between two destinations giving a cost and a time.