Krish Bharal

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EDUCATION

The University of Texas at Dallas <div align="right">Richardson, TX</div>
Bachelor of Science in Computer Engineering <div align="right">*August 2024 – May 2027*</div>

EXPERIENCE

Software Developer <div align="right">June 2025 – Aug. 2025</div>
Diska Nulife <div align="right">*Leander, TX*</div>
- Designed an efficient Python based webscraper using Selenium to get medical records from a client website to diagnose which device the patient should use
- Transferred thousands of patient data to Diska's databases in less than 2 hours
- Saved tens of thousands of dollars by creating a reusable data retrieval program instead of labor for data entry

Personal Portfolio Website – krish544.com | *Javascript, React, Git, Vite, Tailwind CSS*   June 2020 – Present
- Designed and built a fully responsive personal website using Vite, React.js, and Tailwind CSS, optimized for both desktop and mobile with automatic dark/light mode support and an engaging UI with animated elements
- Added games like a projectile-dodging mouse game with anti-cheat protection or a rock dodging game
- Implemented interactive components including a timer, To-do list, Tic-Tac-Toe(ultimate as well) game, and an Easter egg Pokémon tracker featuring all 1025 Pokémon with persistent local storage and shinies

Chipmunk – 3rd Place, Hacklahoma 2025 | *Javascript, React, TensorFlow, HTML, CSS* Feb. 2025 – Feb. 2025
- Created an AI-powered presentation tool with automatically created subtitles, and effortless slide navigation all focused on accessibility and user convenience, the project was recognized for its innovation and user-friendly interface at Hacklahoma 2025 and won over 1000 dollars worth of prizes
- Enabled slide navigation through real-time hand tracking with TensorFlow, integrated live automatic subtitles using Web Speech API, and implemented automatic session recording

Matchmaking Discord Bot – Artistry Network | *Javascript, SQL, Discord.js*   July 2025 – July 2025
- Developed an automated matchmaking bot using Discord.js and SQLite to manage a real-time player queue and user registration system to track and match active participants for an art duel
- Designed and implemented dynamic commands for updating user data, declaring winners, and adjusting ranks
- Automatically created dueling channels, paired users, timed each match, updated player statistics and leaderboard then closed the channel when the match was completed

Chess Bots – Comet Robotics | *Javascript, C++, React, WebSocket*   Aug. 2025 – Present
- Chessbots is a project at comet Robotics where a you play chess on a website and robots in real life will move corresponding to your moves in the game
- Helped manage the backend for bots to receive the correct commands with minimal inefficiencies
- Worked on the game and timeout system to prevent collisions between pieces(bots)
- Used complex equations to calculate the fastest route and make the bots move to maximize speed

AI Video Rater | *Python, OpenCV, Flask, moviepy, OpenAI*   May 2025 – June 2025
- Developed an automated video evaluation tool using Python and OpenCV to assess video quality based on script, audio and video quality
- Extracted and transcribed audio to evaluate clarity, to score audio quality based on how well it could be understood
- Integrated AI to analyze transcript content and generate an overall score with supporting feedback.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript, C/C++, SQL, HTML/CSS
Frameworks & Libraries: React, Node.js, Flask, Tailwind CSS, Vite, OpenCV, TensorFlow, FastAPI, moviepy, SpeechRecognition
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, MATLAB, Eclipse, SolidWorks
Relevant Coursework: Computer Science II, Discrete Mathematics for Computing, Data Structures and Foundations of Algorithmic Analysis, Digital Circuits, Probability Theory and Statistics, Electric Network Analysis

PERSONAL INTERESTS

Losing at Chess, Video Editing, Reading Dr.Seuss, Pokemon, Baking, Swinging Around Comically Big Swords