# Krish Bharal

512-920-7754 | krishbharal@gmail.com | linkedin.com/in/krish-bharal | https://github.com/Krish54491

## EDUCATION

**The University of Texas at Dallas** — Richardson, TX
*Bachelor of Science in Computer Engineering* — *Aug 2024 – May 2027*

## EXPERIENCE

**Software Developer** — June 2025 – Aug 2025
*Care Impact* — *Leander, TX*
- 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 over 5000 patients' data to Diska's databases in less than 2 hours
- Saved over 10000 dollars by creating a reusable data retrieval program instead of labor for data entry

**Full-Stack Developer - Personal Portfolio Website** | *Javascript, React, Git, Vite, SQL* — June 2020 – Present
- Designed and built a fully responsive personal website 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 few games, and an Easter egg Pokémon tracker featuring all 1025 Pokémon with persistent local storage and shinies

**Machine Learning Developer - Chipmunk(Hacklahoma 2025)** | *Javascript, React, TensorFlow, HTML, CSS* 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
- Simplified slide navigation through real-time hand tracking with TensorFlow, integrated live automatic subtitles using Web Speech API, and implemented automatic session recording

**Backend Developer – Artistry Network** | *Javascript, SQL, Discord.js* — 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
- 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** | *Typescript, C++, React, WebSocket* — Aug 2025 – Present
- 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(robots)
- 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

Chess, Video Editing, Reading, Game Development, and Baking