KRISHAANT S H

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B.Tech-Computer Science and Engineering

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Educational Qualification

Year	Degree/Examination	Institution/Board	CGPA/Percentage
2021 - 2025	B. Tech - CSE	SASTRA Deemed University, Thanjavur	7.62
2021	Class XII	Viswanathan Vivekananda Vidyalaya	87.4

Projects

Game Finder:

- Developed a game discovery platform inspired by RAWG.io using React, TypeScript and Chakra UI.
- Integrated Axios for efficient data fetching via GET requests, displaying real-time game information dynamically.
- > Implemented a user-friendly interface with a responsive design, including light and dark mode toggle for enhanced usability.

Vidly API:

- Designed an API for movie selection using Node.js.
- Implemented basic CRUD operations (Create, Read, Update, Delete).
- Integrated authentication (AuthN) and authorization (AuthZ) mechanisms.
- Enhanced security using Java Web Tokens (JWT).

Technical Skills

Programming Languages: C++, Python, CSS, HTML, Javascript, NodeJS, ExpressJS

Positions

Lead, Association of Computing Engineers 2022 - 2024

- ➤ Worked directly under the Dean of the School of Computing.
- > Organized various TECH Talks at the college.
- ➤ Collaborated with peers to conduct online coding competitions.

Member, KSPR & Colloseum 2021-2024

- Publicized college events to students.
- > Issued participation certificates to students.
- ➤ Managed various tasks during Colloseum, including:
 - Collecting IDs from external students
 - Allotting hostel accommodation