

Krishna Biniwale

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EDUCATION

University of Southern California

Bachelor of Science in Computer Science, GPA: 3.96

Los Angeles, CA

Expected Graduation – May 2026

EXPERIENCE

Undergraduate Research Fellow

University of Southern California

Aug. 2022 – May 2023

Los Angeles, CA

- Worked on the Semantic Terrain Points Labeling System project, which leverages deep learning and computer vision algorithms to extract information from photogrammetric datasets
- Performed object annotations of cars and people for 4000+ frames of videos from data collections
- Devised methods to improve the tracking accuracy of YOLOX (the machine learning model for the dataset) using Python libraries including SciPy, Tensorflow, PyTorch, and NumPy
- Increased metrics such as higher order tracking accuracy (HOTA) by 59.5% and identification (IDF1) by 75.6%
- Created a research poster of my findings and presented it to a symposium at the end of the year

PROJECTS

Java Web App | *Java, SQL, HTML, CSS, Figma*

October 2023 – Present

- Collaborated with a small team to create a Java-based web application aimed at assisting students in finding study groups
- Frontend was designed with HTML and Figma to create intuitive user interface
- Backend utilized Java to create an asynchronous server that handled requests from the website
- Data from users was stored in SQL database, which was accessed by the server and then sent to the website
- Utilized the Waterfall method and wrote out the design documentation and technical specifications before creation
- Will host the website on a live server and allow for public use in the near future

Unity Game | *C#, Unity, Github, Perforce*

September 2023 – Present

- Worked with a group of two other people to create a game in Unity
- Utilized the Agile method by creating sprint plans and daily meetings
- Used Github and Perforce to organize the game files and collaborate synchronously
- Collaborated with sound designers and producers from the Berklee College of Music to craft the soundtrack for our game
- Conducted formal playtests with active game designers to iterate and improve upon our game
- Delivered a presentation featuring a pitch and trailer of our game at a game-design conference

Personal Website | *HTML, CSS, Bootstrap*

August 2023 – Present

- Created a personal website for all my information: <https://krishnabiniwale.github.io>
- Utilized HTML to create website content
- Stylized site with CSS and Bootstrap to create a user-friendly interface
- Uploaded various projects that were completed to allow for users to view my past work

TECHNICAL SKILLS

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

Frameworks: Flask, React, Node.js, Bootstrap, JUnit, Material-UI, FastAPI

Engines: Unity, Unreal Engine, Blender, Maya

Libraries: PyTorch, SciPy, Tensorflow, Pandas, Sklearn, Pydotplus, NumPy, Matplotlib

Developer Tools: Git, Github, VS Code, Eclipse, Figma, Perforce, IntelliJ, PyCharm, Visual Studio