Krishna Biniwale

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Education

University of Southern California — Los Angeles, CA
Bachelor of Science in Computer Science, GPA: 3.96 — *Expected Graduation – May 2025*

Experience

Undergraduate Research Fellow — Aug. 2022 – May 2023
University of Southern California — *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

Personal Website | *HTML, CSS, JavaScript, Bootstrap, JQuery, MongoDB* — August 2023 – Present

- Created a personal website for all my information: https://krishnabiniwale.github.io
- Utilized HTML and JavaScript 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

Study Group Finder Java Web App | *Java, SQL, React, HTML, CSS, Figma* — October 2023 – December 2023

- 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

D-Fault (Unity Game) | *C#, Unity, Github, Perforce* — September 2023 – Present

- Worked with two other game developers to create D-Fault, a game made 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 of our game at a game-design conference
- Uploaded a trailer of our game to Youtube and plan to release it on Steam and itch.io

Stock Analysis Python Web App | *Python, Flask, HTML, Kaggle API* — November 2023 – Present

- Architected and developed a dynamic Python web application using Flask framework
- Integrated Kaggle API to seamlessly fetch datasets, enhancing the application's data repository
- Implemented a robust SQL Database using SQLite to efficiently store and manage CSV files for data querying
- Empowered users with the ability to conduct in-depth stock analysis with comprehensive insights

Technical Skills

Languages: C++, Python, Java, JavaScript, C#, HTML/CSS, SQL, C
Frameworks: Flask, React, Node.js, MongoDB, Angular, Bootstrap, JQuery, 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