

Krishna Agrawal

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EDUCATION

PES University <i>BTech in Computer Science and Engineering</i> <ul style="list-style-type: none">CGPA: 7.91 /10.00	Bangalore, India 2022-2026
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EXPERIENCE AND LEADERSHIP

Technical Clubs and Initiatives

- Pes University, Bangalore*
- The Alcoding Club (Competitive Programming Club): Organized contests, created challenging problems, conducted interviews and contests discussions.
 - Weal (Event Management Club): Organized events, managed logistics, and enhanced audience engagement through creative planning.

PROJECTS

Web-based Paint Application

- Developed a web-based paint application similar to Windows Paint using **HTML5 Canvas**, **CSS3**, and **JavaScript**.
- Implemented features such as freehand drawing, adjustable brush sizes, color palette, eraser tool, canvas clearing, and image download functionality.
- Designed a responsive UI for seamless use across desktop and tablet browsers.
- Tech Stack:** *HTML, CSS, JavaScript*

Project Link: [Github](#)

Chatting Application

- Designed and implemented a multi-client real-time chat application using C++ and Winsock2, enabling seamless client-server communication over TCP.
- Developed a multi-threaded server to handle multiple clients concurrently, ensuring efficient message broadcasting and user management.
- Incorporated an inactivity timeout mechanism to automatically remove inactive clients, enhancing server performance and stability.
- Tech Stack:** *C++, Winsock2, Multithreading, Socket Programming*

Project Link: [Github](#)

Selection Sort Visualizer

- Developed an interactive selection sort visualizer to demonstrate step-by-step sorting with animated transitions and real-time input handling.
- Implemented dynamic input functionality, ensuring proper number formatting and smooth sorting visualization.
- Designed a responsive and user-friendly interface with a clean layout for enhanced accessibility.
- Tech Stack:** *HTML, CSS, JavaScript*

Project Link: [Github](#)

Tic Tac Toe

- Created an interactive web-based Tic Tac Toe game enabling real-time play between two users with dynamic UI updates
- Implemented game logic using JavaScript to handle win/draw detection and player turns.
- Implemented AI logic for the computer-controlled opponent to enhance gameplay.
- Designed a responsive and visually appealing interface for smooth cross-device gameplay.
- Tech Stack:** *HTML, CSS, JavaScript*

Project Link: [Github](#)

TECHNICAL SKILL

Languages: C, C++, Python, HTML, CSS, JavaScript
Cloud/Database: Docker, MySQL

CODING AND OTHER ACHIEVEMENTS

- Second Place** in "Two's Complement" Pair Programming Contest held at IISc Bengaluru, showcasing advanced coding proficiency, teamwork, and problem-solving skills.
- Four-Time DAC Scholarship** Recipient awarded for consistently maintaining a GPA above 7.75 across multiple semesters.
- Fourth Place in Horcrux Hackathon, acknowledged for innovative problem-solving and creative solutions in a competitive setting.
- Participated in hackathons, engaging in challenges such as Capture the Flag and treasure hunts, showcasing my problem-solving and cybersecurity skills.