

# Krishna Agrawal

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Github LeetCode Codeforces

## EDUCATION

### PES University

BTech in Computer Science and Engineering

- CGPA: 7.91 /10.00

Bangalore, India

2022-2026

## 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](#)

### Pong Game

- Single-Player Arcade Game.
- Developed a classic Pong game using HTML, CSS, and JavaScript with smooth paddle and ball movement.
- Implemented AI logic for the computer-controlled opponent to enhance gameplay.
- Designed intuitive mouse-based controls for seamless user interaction.
- 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.