

Krishna Mallick

☎(905)-226-8022 | ✉[Email](#) | 💻[GitHub](#) | 🔗[LinkedIn](#)

Education

Bachelor of Software Engineering Honours, Co-op

Expected Graduation: May 2027

Ontario Tech University, Oshawa, ON

> **Relevant Courses:** Data Structures & Algorithms, Deep Learning, Relational DSA management, iOS App Development (Stanford), Advanced Web Developer Bootcamp (Udemy), Object-Oriented-Programming

> **Participated in:** OTSR(March 2025),OTR racing (March 2025), Cloud computing Club, Hackathons

Work Experience

Software Developer trainee – OpenCore Group (Oshawa, ON)

Feb 2025 — present

- Developed code in **next.js** along side the usage of supabase, google Oauth utility Authorization and Authentication
- Implemented dynamic content implementation and interactive features using **React.js**, optimizing the performance and responsiveness of the website, Reduced website load time by **25%** by optimizing backend APIs
- Created the back-end of Hillchart to ensure seamless data integration and functionality, maintaining alignment with **MVC** architecture for company usage

Vice President of talent/SWE - Ontario Tech Racing (Oshawa, ON)

October 2024 — March 2025

- Assisted in the development of strategic initiatives for recruitment and talent acquisition, ensuring alignment with team goals and project requirements.
- Assisted in development for team website for seamless access to information on the team

Machine Operator (Co-op) - SIGMA metals Co. (Brampton, ON)

March 2021 — Sept 2021

- Orchestrated the setup and optimization of precision machinery using **G-Code**, resulting in a **20% increase** in production efficiency and a **15% reduction** in setup time.
- Operated heavy machinery with precision and caution, producing parts for multiple suppliers with a **99.9%** accuracy rate, exceeding quality standards.
- Used CNC software such as solid works, to create multiple parts for various company contracts.

Skills

Languages: C, C++, Swift, Java, JavaScript, TypeScript, Python, HTML, CSS, Racket

Tools and Technologies: SwiftUI, UIKit, Charles, XCode, Node.js, Express, AWS, Firebase, Angular, React, Git, Jira

Projects

Birdie – Flutter, FlutterUI, FireBase

Jan 2023 — Present

- A full-stack Android mobile app clone of **Twitter** that uses authentication, authorization, and RESTful routing
- Features include similar operations and functionality of main tweet & profile components on Twitter, such as tweeting and liking tweets, profile customization, as well as an explore, notifications, messages & search page
- Built with **Flutter, FlutterUI, Firebase** utilizing the **Model-View-View Model (MVVM)** design pattern

Straights – VS-code, C++, MVC

May 2023

- Interactive and fully automated poker like game which can be played with 0 up to 4 players
- Made using **C++** while adhering to strict object-oriented programming techniques and made using the **Model-View-Controller (MVC)** design pattern

Naan-Stop-wok – Full-Stack developer

November 2024

- Fast food restaurant website where you can order multiple items and make an account to save favourite orders
- Made using **HTML, CSS, Java script** and **Node.js** while adhering to strict object-oriented programming techniques and made using the **Model-View-Controller (MVC)** design pattern

Personal FSAE car HUD – Full-Stack developer

Oct 2024

- Implemented C programming to create HUD, using ESP-32 and integrated MPU-6050 accelerometer / gyroscope sensor
- Set up ESPAsyncWebServer and Adafruit libraries to provide live data monitoring and reporting car data