Krishna Mallick

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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 (Remote)*   *Feb 2025 — present*
- Developed code in **next.js** along side the usage of supabase, google Oauth utility Autherization 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 – *Blueprint (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, Next.js

Projects

Birdie – Flutter, FlutterUI, FireBase   *Jan 2023*
- 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