

Krutin (Klay) Shukla

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EDUCATION:

The Ohio State University, Columbus OH
Bachelors In Computer Science specializing in software development

Grad: May 2025

SKILLS:

- **Programming Languages:** Java, Python, Kotlin, Swift, Lua, C, x86-64, SQL
- **Frameworks and Libraries:** React, Typescript, Sass
- **Tools and Technologies:** Git, Docker, REST APIs, Figma, Android Studio, XCode
- **Certifications:** AWS Cloud Practitioner

WORK EXPERIENCE:

Nationwide Children's Hospital | Institute for Genomic Medicine
Key role in a company-wide web development project, optimizing performance and usability

March 2024 - Present
Software Dev. Intern

- Developed a product that optimized research and clinical team budgets by eliminating the need for external software, enhancing performance and usability, leading to more efficient and accurate genomic analysis.
- Utilized React, JSX, and SCSS to enhance the user interface, prioritizing speed and accuracy.
- Demonstrated proficiency in Python and AWS for backend tasks, ensuring seamless integration and scalability.

JP Morgan & Chase Co. | Consumer and Community Banking
Developed an internal tool for developers to view all available content prioritizing speed and efficiency.

June 2024 - August 2024
Software Dev. Intern

- Created a site that aggregates and organizes data from different account components, improving user satisfaction and engagement for 80 million online banking customers.
- Utilized TypeScript, React, and lightweight libraries to develop an intuitive frontend.
- Implemented dynamic content searching using multiple states and conditionals for 135 components.

Robot Academy LLC, Upper Arlington OH
Promoting STEM education in young minds using Legos and elementary robots

May 2022 - February 2024
Robot Genius

- Promoted STEM education using robots, increased program enrollment and engagement by two times and resources and codebase shared with 3 companies in China and India.
- Developed curriculums in Python, Arduino, and Scratch for STEM programs.

The Coder School, Westerville OH
Classroom where small teaching ratio and personalized curriculum are focused to edify young minds in the field of programming

August 2021 - May 2024
Code Coach

- Boosted student proficiency in programming, resulting in higher course completion rates and positive feedback from parents.
- Mentored students in coding languages and programming principles.
- Created modules, libraries, and projects for students to learn from.

PROJECTS:

Bridge2AI | Python, Java, JS, SQL

- Contribute to B2AI standards registry and use case catalog, a repository of biomedical AI standards.
- Developed and maintained machine-readable metadata schemas in the standards-schema-all repository.

AI Battleship Game | Matlab, Python

- Created an AI algorithm that uses Naïve Bayes classification to predict likely ship placements based on game history.
- Utilized heuristic search algorithms (e.g., A and Minimax*) to optimize attack strategies.
- Allow players to play in 'test mode' that utilized Q-learning for self improvement in AI.