Shreekrishna R Bhat

Atlanta, GA | sbhat97@gatech.edu | (530) 364-1530 | linkedin.com/in/krishna231/

Education

Georgia Institute of Technology, Atlanta, GA   Jan 2022 - May 2024
- Bachelor of Science in Computer Science
- **Concentration**: Information and Internetworks, and Intelligence
- GPA 4.0/4.0
- **Relevant Coursework**: Intro to Object Oriented Programming in Java, Discrete Math, Probability and Statistics

University of California Davis, Davis, CA   June 2020 - Dec 2021
- Bachelor of Science in Computer Science
- GPA 3.97/ 4.0
- Dean's Honors List Fall 2020, Fall 2021

Personal and Class Projects

User Record Manager   Jan 2022- Feb 2022
- Fully developed and deployed a full stack web application with user authentication, using the MERN Stack, which allowed users to login and create or edit personal-info records, which are stored in the MongoDB cloud.
- Maintained folder organization using the Model-View-Controller Structure.
- Utilized tools such as Git/GitHub for version control, and the VS Code debugger when necessary.

Todo List v2   Jan 2022
- Fully developed and deployed a front-end web application using ReactJS.
- Extensive focus was given for UI/UX, and CRUD operations to make the application more convenient to use.
- Utilized tools such as React Developer Tools and VSCode Debugger, and Git/GitHub for version control.

UWP-104- Grant Proposal Project:
- Led a team to make a Grant Proposal Project in the topic of Generative Adversarial Networks, which
- Spent time onboarding the team members with the topic of research.
- Made technical documentation on the topic and pointed to other learning resources to help with the onboarding process.
- Had team meetings every other day to discuss the project's progress and make changes or additions to the paper's sections when necessary.

Experience

INFIMA Games   Game-Developer   Nov 2021 – Jan 2022
- Worked in a team of 3 to help with adding 3-4 features, including Multiplayer support, to the Low Poly Shooter Pack for Unreal Engine 4 using UE4's Blueprints and C++.
- Practiced OOP by using Polymorphism, and Encapsulation which maintained code neatness and convenience for the rest of the team to build on it.
- Participated in weekly team meetings to talk about progress and issues with regards to making the features.

Skills

Languages: JavaScript, HTML/EJS, Python, Java, C++, C

Technolgies: ReactJS, NodeJS, Express, MongoDB, Linux OS, Git, Heroku, Socket.io

Soft skills: Communication, Leadership, Teamwork, Adaptability