

Sharat Krishnan

647-830-6786 | sharat.krishnan@mail.utoronto.ca | github.com/sharat21 | linkedin.com/in/sharat-krishnan-35335b229 | sharatdev.com

Education

University of Toronto

Sept 2021 - April 2025

Honours Bachelor of Science in Computer Science and Information Security (Specialist)

- **Relevant Coursework:** Data Structures, Discrete Math, Algorithms, Software Design and Development, and AI
- **Awards:** UofT Entrance Scholarship, Renewable Scholarship

Technical Skills

Languages: *Python, Java (Framework: JavaFx), C/C++, C#, Bash, SQL, Assembly, Haskell, Racket*

Web Development: *HTML5, CSS, JavaScript/Typescript, React, NodeJS*

Database: *MongoDb, Firebase*

IDEs: *Pycharm, IntelliJ, Visual Studio, Eclipse, Xcode, RISC-V,*

Operating Systems: *Windows, MacOS, Unix/Linux, IOS*

Developer Tools: *Git, Github, Gitlab*

Soft Skills:

- **Quick learner, Attentive and Self-motivated**
- **Strong Leadership and Management**
- **Exceptional Verbal and Written Communication Skills**
- **Effective Time Management and Great Analytical skills**
- **Collaborative Team Member**

Projects

Project Portfolio Website | *React, Javascript, CSS, HTML5, NodeJs, EmailJS, Netlify*

August 2023

- Developed a **personal portfolio website** using **React, HTML5, Javascript, and NodeJs**
- Designed a **responsive UI** embedding **multiple libraries**, improving user experience by **40%**
- Implemented an **email service** using **EmailJs** to facilitate communication with the website owner
- **Optimized load performance** by **22% improvement** by **deploying** on **Netlify** with **custom DNS servers**

Battleship | *Java, JavaFx*

October 2022

- Designed an **interactive GUI model** of the Battleship game allowing **Players** to play against an **intelligent AI**
- Contributed to the front/back end of the **MVC (Model View Controller)** and **colorblind accessibility feature**
- Implemented the **Player features** using **Command Design Pattern** and **optimized player performance** by **43%**
- Applied **AGILE** development practices and used **GIT flow workspace** to enhance productivity by **56%**

StopTheVirus | *Python, Pygame, Random*

January 2022

- Developed an **Arcade Game** with **Pygame**, and used **OOP practices** to **optimize the game's performance** by **35%**
- Designed the game's **front end**, including **menus, UI, and game object aesthetics**, **enhancing user experience** by **19%**
- Incorporated **algorithms** to introduce **randomness** in enemy object spawning and **angles** for Player actions.

Stocks4U | *Python, YahooFinanceAPI, Plotly, Pandas*

February 2022

- Showcased **stock trends** in a **trend graphing application** which also **improved data visualization accuracy** by **50%**.
- Transformed **financial data** using **Plotly/Pandas** to visualize trends **interactively**, **boosting user satisfaction** by **36%**.
- **Extracted data** from **YahooFinanceAPI** to create **precise graphical trends** for users to make informed decisions

Chat Server | *C, Socket Programming, Custom and Standard C libraries*

March 2023

- Developed a **highly efficient** and **scalable multi-client chat server** for real-time communication in C demonstrating deep understanding of network socket programming
- **Improved server performance** by **32%** and functionality through simplifying **exchange of messages** with predetermined lengths and transformed the forking processes of client connection to an **advanced multiplexing technique** using **select**