Sharat Krishnan

Software Developer

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

Education

Computer Science, Mathematics & Statistics (HBSc) + PEY (Professional Experience Year) Co-Op

University of Toronto Mississauga   Sep.2021 - Apr. 2026

• 	**Specialist** in Computer Science and Information Security, with a Math Minor
• 	Renewable Entrance Scholarship: Awarded $3000 for 3.7+ CGPA
• 	Relevant Courses: Introduction to Computer Programming (**Python**), Introduction to Computer Science (**Python**), Software Design (**Java**), Linear Algebra I, Software Tools and Systems Programming **(C and Bash),** Calculus I, Calculus II, Computer Organization (**Assembly**)

Experience

Battleship   Oct.2022 - Dec.2022

Software Design, University of Toronto Mississauga, ON

https://github.com/sharatk19/TeamAlpha
• 	Designed an interactive GUI model of the Battleship game with accessibility in a group of developers in Java.
• 	Used a Git flow workspace environment to collaborate on game features and for peer pull request reviews
• 	Followed AGILE development process with the group to complete features under set deadlines
• 	Created Player Feature using a Command Design pattern and worked on the front and back end of the MVC.
• 	Utilized Pair Programming process to tackle problems and bugs in pairs for each feature of the game.

Tree Map Visualizer Project   Jul.2022 – Aug.2022

Introduction to Computer Science, University of Toronto Mississauga, ON

• 	Developed recursive algorithms to display file and folder sizes in a directory using Rectangles displayed by Pygame.
• 	Followed OOP and Inheritance practices to create Abstract Tree Classes and Child Classes to display several types of data and visuals.
• 	Created a feature to visually categorize University of Toronto papers based on different subjects or timestamps

Interactive Arcade Game   Jan 15, 2022 – Jan 23, 2022

PYJAC: Rebooted, University of Toronto, Toronto, ON

github.com/Sharat21/StopTheVirus | devpost.com/software/t-i-d-e-tech-stop-the-virus

• 	Created an Arcade Game using Pygame to display the visuals and using OOP practices to create the game objects.
• 	Derived algorithms to create randomness for the spawning off enemy objects.
• 	Worked on front end of the game, game menu, pause menu, end game and design of all game objects.
• 	Learned to work under deadlines and work as a group to complete a project.

Pokémon Discord Bot   April 29, 2022 – May 1, 2022

DeerHacks, University of Toronto, Toronto, ON

https://github.com/Sharat21/PokemonBot | devpost.com/software/pokemon-discord-bot

• 	Categorized information on each Pokémon from the Pokémon API for the Discord Bot to use for each event.
• 	Formed Pokémon Objects using information retrieved from API to create Client's Pokémon
• 	Assisted with creating client command events for the discord bot to handle

SKILLS

_____

Software: (proficient): Python, C, Bash, Git, Java, C# (familiar), SQL (familiar), JavaScript (familiar), Assembly