Sharan Krishna

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EXPERIENCE

Apple
June 2025 - September 2025

Software Engineering Intern
Cupertino, CA

- Created a Drag and Drop application with Swift and SwiftUI to easily design upsell sheets for first-party applications in the App Store
- Implemented a type-safe JSON serialization system for components using Swift's Codable protocols, enabling seamless import and export of sheet designs and reducing designer handoff time by **25%**
- Engineered a centralized state management architecture using SwiftUI's Observable framework, synchronizing real-time property editing across **15+** component types and improving editor responsiveness by **40%**
- Integrated send to device and decreased final display time by **32%** by routing through Apple Media Services JavaScript controllers and presenting the created sheet on the connected device

Capgemini
May 2024 - August 2024

Software Engineering Intern
Houston, TX

- Built an automated testing app using JavaScript and React to automate code generation and streamline code reviews for code repositories and APIs
- Integrated OpenAI with retrieval-augmented generation (RAG) in Python and Flask, boosting test efficiency by **15%** and generating over **500** test cases per use
- Automated GitHub API calls to update branches, reduce code versioning errors by **30%**, and cut total integration time by **15 hours weekly**

Geopogo
June 2023 - September 2023

Software Engineering Intern
Berkeley, CA

- Engineered augmented reality simulations in C# and Unity for creating and placing buildings in real locations around the world
- Enhanced visualization accuracy in simulations and improved review efficiency for stakeholders by **25%** by altering design metrics and customization features for custom-made buildings
- Reworked the IOS app in Swift by fixing bugs and improving the user interface, leading to a **20%** increase in user retention and a **17%** improvement in overall app performance
- Created a minimum viable product TAGS for 3D tagging and note features in custom augmented reality creations, increasing designer interaction by **30%**

PROJECTS

AniSense | *TypeScript, React, Python, Flask, Google Cloud Platform, Apache, Kubernetes*
- Developed a Machine Learning Anime Recommender with up to **99%** accuracy in suggesting anime shows from user preferences
- Built a Crawler using Google Cloud Platform and processed up to **500,000** data items, pulling, cleaning, and validating them with an Apache Beam and Airflow Pipeline for optimal ranking and display
- Architected Kubeflow Machine Learning Pipelines to generate and process data samples, training **50** models to ensure efficient ranking and retrieval for users

MoodMuse | *Swift, SwiftUI, VisionKit, Spotify Web API, UserDefaults*
- Developed an iOS app using SwiftUI and VisionKit that analyzes facial expressions to detect user mood with **96%** accuracy, enabling personalized music recommendations within **2** seconds of image input
- Integrated the Spotify Web API to dynamically fetch and display suggested songs based on detected or typed mood, reducing manual search time for users by an estimated **70%**
- Implemented persistent storage using UserDefaults to track mood history and favorite songs and genres, enhancing long-term engagement and improving average session duration by **30%**

SKILLS

Languages: Python, Java, Swift, JavaScript, TypeScript, SQL, C, C++, C#, HTML, CSS
Frameworks: React, SwiftUI, Flask, Next.js, Robot, VisionKit
Developer Tools: Git, AWS, Google Cloud Platform, MongoDB, Jira, Docker, Kubernetes, GitHub Actions
Libraries: PyTorch, TensorFlow, pandas, scikit-learn, Matplotlib, NumPy, Langchain

EDUCATION

California Polytechnic State University - San Luis Obispo
Expected December 2025

Bachelor of Science in Computer Science
GPA: 3.95/4