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, allowing for seamless import and export of sheet designs and reducing designer handoff time by **25%**
- Engineered a centralized state management system using SwiftUI's Observable framework and Swift Concurrency, enabling thread-safe and real-time editing across **15+** components and improving responsiveness by **40%**
- Integrated a send-to-device pipeline by routing through Apple Media Services JavaScript controllers to render sheets on different Operating Systems, accelerating cross-platform preview cycles by **32%**

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

Aurora | *C++, gRPC, Protobuf, RocksDB, Folly, Prometheus, OpenTelemetry*

- Developed a real-time telemetry ingestion and query service handling over **150,000** messages per second with a **10** ms latency and fault-tolerant performance in distributed systems
- Designed lock-free ingestion queues, token-bucket backpressure, and preallocated memory pools, reducing CPU overhead by **12%** and preventing data loss during burst traffic
- Designed a two-tier storage pipeline with an in-memory columnar cache and RocksDB persistence, achieving a **3.9** ms p95 query latency for 1-second windows and maintaining **99.95%** uptime during 12-hour soak tests

Skills

Languages: Python, Java, Swift, JavaScript, TypeScript, C, C++, C#, SQL, 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