Ashwath Krishnan
Computer Science Student

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Web & Git
krishnan.io
github.com/
SphinxNumberNine

Programming
Java ★★★★☆
C# ★★★★☆
Android ★★★☆☆
Pascal ★★★☆☆
Python ★★★☆☆
HTML/CSS ★★★☆☆
JS/Node ★★☆☆☆

OS Preference
Windows ★★★★★
MacOS ★★★★☆
Android ★★★★☆
iOS ★★☆☆☆
Linux ★★☆☆☆

IDEs
VS ★★★★★
Eclipse ★★★★★
IntelliJ ★★★★★
Unity ★★★★☆
Atom ★★★☆☆

Education

2018 - 2022 **University of Maryland, College Park** Bachelor's Degree in Computer Science

2014 - 2018 **South Brunswick High School** High School Diploma
GPA: 4.0, SAT: 1530, AP Scores of 5 on AP Computer Science, AP Physics C: Mechanics, and AP Physics C: Electricity and Magnetism

Work Experience

06/16 - 08/17 **Summer Software Internship** Commvault Systems, Inc. Tinton Falls, NJ
Learned about REST APIs, cloud server architecture, and front-end design in order to build a Windows application that transfers archived data back and forth between an authenticated client machine and an Appache SolrCloud Index server.

2/16 - 05/18 **Project Spark** Monmouth County, NJ
Co-founded an organization that promotes computer science education by running basic computer science and robotics classes in public libraries. In addition, the organization creates courses and curriculums and sends them to underprivileged areas of India, where we then hire local teachers to instruct children using our materials.

1/13 - 9/16 **Music Lessons** Various Locations
Conducted introductory piano lessons for young kids.

Projects

08/17 **Command Genie** C#
Windows Daemon application that looks for incoming emails with the subject "DO COMMAND", and then executes any commands given in the email through the command line. If the commands give a response, the user who sent the command receives an email with the response.

08/17 **ExchangeBrowse** C# and Apache Solr
Windows Application that gets (mail) data from an Apache Solr Index, displays it in tabular format, and allows authenticated users to modify the data. Also shows reports about server performance, advanced server details and statistics, and server cores.

06/18 **Multiplayer Battle Royale Game** Unity Engine and C#
A multiplayer third person shooter game developed as part of a 2 person team, where my contributions include level design, networking, HUD design, and player movement/animations.

08/17 **MP3Tag** C# and Apache Solr
Windows application that allows the user to easily modify the tags of MP3 files (artist, album, etc) by pushing all of a user's MP3 details to an Appache Solr index, and then getting the data when a modification is needed.

05/18 **krishnan.io** HTML, CSS, and JS
Developed my own website to host my online portfolio, resume, and general interests.