

ANAGHA KRISHNA

AUBURN, WA

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PROFILE STATEMENT

Inspired and eager to learn and develop software. 2 years of coding experience with Python, Java, and JavaScript. 9 months of coding experience with HTML and CSS. Excellent ability to function and problem-solve in teams. Flexible and able to work in changing environments.

EDUCATION

University of Washington Tacoma

Anticipated Graduation: June 2025

Bachelor of Science in Computer Science and Systems

Tacoma, WA

- **Relevant Coursework:** Java Programming, Python Programming
- **Dean's List:** Autumn 2021 - present

PROJECTS

PORTFOLIO WEBSITE | [Anagha Krishna Portfolio](#) | [GitHub Code](#)

October 2022 - July 2023

- Used HTML, CSS, and JS to display skills, education, experiences, and achievements in a visually appealing and user-friendly format.
- Designed to be responsive, ensuring that it is displayed optimally on different devices and screen sizes. Visitors are able to interact with a contact form, regardless of the platform.

JAVA MAZE GAME

February 2023

- Uses recursive backtracking to help a puppy find its way out of a maze. It reads maze data from a file, stores it in a 2D array, and navigates through the maze by marking its path and backtracking when needed.
- Includes methods to validate moves, find the start and exit locations, and display the maze. The main method controls the solving process and displays the final result.

CODING AND COMMUNITY EXPERIENCE

WOMEN IN COMPUTER SCIENCE - Events Coordinator

September 2022 - Present

- All-inclusive club dedicated to creating a supportive and empowering environment for women in computer science.
- Collaborated with club members and leadership to plan workshops, guest speaker sessions, networking events, and other initiatives that promote diversity and inclusivity in the tech industry.

THE PROGRAMMING PROJECT - Member

October 2022 - Present

- Offers a platform for students to share project ideas, seek advice from peers, and collaborate on coding challenges.
- Engaged in personal collaborative coding projects and games.

TECHNICAL SKILLS

Languages: Java, GitHub, Python, HTML, CSS, JavaScript

