

KAILAS KRIVANKA

COMPUTER SCIENCE STUDENT

MY BACKGROUND

I am an undergraduate at UC Santa Cruz pursuing a B.S. in Computer Science. I am a self-taught programmer and full stack software developer possessing experience with a wide variety of frameworks and environments. I have participated in many hackathons and coding competitions and have placed in several. I have also contributed to the open source community through initiatives such as Google Code-in, as well as working on new projects of my own.

MY SKILLS

Java/C HTML/CSS/JavaScript Android Flutter AWS/GCP Firebase Alexa Node.js/PHP

CONTACT INFORMATION











Richmond, CA

EXPERIENCE

Miramonte High School

Aug 2017- Jun 2018

TEACHING ASSISTANT

Worked with the students to help understand the material. Setup tools and database infrastructure used in class. Collaborated with the teacher to develop and explain lessons, and graded tests in Java.

Sciensational Workshops

2015 & 2016 Summers

ASSISTANT TEACHER

Worked with children age 7-13 at various community centers throughout the summer. Helped to explain and assemble robotics and science based projects promoting critical thinking and problem solving skills. Collaborated with the teacher to provide a fun and safe educational environment.

EDUCATION & CERTIFICATES

Bachelor of Science in Computer Science

2018-2022 (Current)

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

• Currently attending UC Santa Cruz as an intended computer science major.

High School Diploma

2015-2018

MIRAMONTE HIGH SCHOOL

- GPA: 4.02
- Societies: EECS, Game Design Club
- Received the 2018 department award for CS

Android Development Course

2016

UDEMY

Certificate

I completed an android course on Udemy focusing on the fundamentals of native android development.

Java Programming Masterclass

2015

UDEMY

Certificate

In an effort to expand my knowledge of Java beyond school I took a Java programming class on Udemy.

PROJECTS

Flutter Chat

Average Weather

2016 Github (Java/XML/PHP/Android)
Average Weather aggregates data from multiple sources to improve accuracy. It provides daily predictions seven days into the future, and hourly forecasts five days ahead. The app uses shared element transitions for seemless material animations between activities and fragments. The webservice for aggregating the data is written in PHP.

Pixel Sheet

Snaix

2015 *O Github* (HTML/CSS/JS)
A simple snake game, one of my first projects in to learn interactive web design. It was written entirely in vanilla JavaScript.