KRISHNA GOPAL

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA
B.S. COMPUTER ENGINEERING & COMPUTER SCIENCE
Los Angeles, CA | Expected May 2020
Cumulative GPA: 3.91/4.0
Major GPA: 4.0/4.0
Awards/Recognitions: Presidential Scholarship | Dean's List
Relevant Coursework:

Machine Learning*	Computer Systems Organization*
Internetworking*	Digital Circuits
Algorithms	Probability and Statistics
Software Development	Digital System Design
Discrete Methods	
Data Structures	*currently enrolled

EXPERIENCE

FEDEX | INFORMATION TECHNOLOGY INTERN
Memphis, TN | June 2018 – Aug 2018
- Developed portable, end-to-end continuous integration and continuous delivery pipeline for FedEx software quality engineering
- Orchestrated pipeline using Jenkins as automation tool and Docker to containerize applications
- Introduced containerization to FedEx automation systems
- Solved FedEx testing environment downtime problem by creating environments on demand with Docker for unavailable dependencies
- Won FedEx IT Intern Program's Overall Director's Choice Award and Technical Mastery Award

VITERBI SCHOOL OF ENGINEERING | COURSE PRODUCER
Los Angeles, CA | Aug 2017 – Present
- Working as teaching assistant for courses CSCI 103: Introduction to Programming (Aug 2017 - May 2018) and EE 109: Introduction to Embedded Systems (Aug 2018 - Present)
- Lead lab periods, run office hours, and evaluate assignments and exams
- Topics taught in CSCI 103 include input/output, recursion, dynamic memory, object-oriented programming, and several data structures
- Topics in EE 109 include information representations, embedded C language constructs, state machines, and fundamental circuit analysis

ID TECH CAMPS | INSTRUCTOR
Memphis, TN | June 2017 – July 2017
- Educated teens on the fundamentals of programming and development at a summer technology camp
- Constructed thorough coding lesson plans, created effective handouts and activities, and personally guided each student to the completion of individual programming projects
- Twice received Instructor of the Week award for teaching effectiveness and student project quality
- Concepts covered include programming and development (C++, Java, Python), cryptography and cybersecurity, and basic game development (Tynker)

PROJECTS

SCATALOG | BACK-END DEVELOPER
CSCI 201 | Fall 2017
- Course rating web application that allows students to search courses offered at USC, view reviews, and leave evaluations
- Lead back-end development by parsing USC Schedule of Courses API (JSON), implementing login functionality (Google Auth), and developing and calling database (SQL, MySQL, Java, JDBC)

FUDGET | FRONT-END DEVELOPER
CalHacks 4.0 | Fall 2017
- Mobile budgeting app that allows users to take photos of receipts and parses data from receipts to visualize monthly budgets
- Lead front-end development by implementing user interface (React-Native), enabling camera functionality, and graphically presenting budget status

INVOLVEMENT

MAKERS AT USC
DIRECTOR OF MARKETING (2017-18)
- USC's premier hub of team-based electrical development and innovation
- Developed website, managed social media, designed marketing materials, and handled recruitment advertising

SCOPE USC
DEVELOPER (2017-PRESENT)
- Project-based software organization
- Learned to develop applications in React-Native & Node.js through project-based curriculum

SKILLS

LANGUAGES
C++ (most proficient) • C • Java • JavaScript • Python • SQL • Node.js • HTML/CSS • Assembly • Verilog

TOOLS
Git • Docker • Jenkins • Arduino • FPGA • Bootstrap • React-Native • Linux • MacOS • Windows • Adobe InDesign • Adobe Illustrator • Adobe Photoshop