Krishan Kanji

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EDUCATION

University of California, Berkeley **Berkeley, CA**
College of Computing, Data Science, and Statistics May 2026
B.A. Computer Science | B.A. Data Science | (Double Major)

- **Coursework:** Data Structures & Algorithms, Computational Structures in Data Science, Discrete Math, Designing, Visualizing and Understanding Deep Neural Networks, Efficient Algorithms and Intractable Problems

WORK EXPERIENCE

ARound Entertainment **New York, New York**
Lead Backend Software Engineering Intern May 2024 - Present

- Designed and implemented the entire backend architecture for a scalable job searching application using Node.js, Express, and Firebase, improving data retrieval efficiency by 30% and scaling for over 500,000 users.
- Designed and implemented REST API endpoints and advanced APIs, including Mapbox geocoders and AES encryption, optimizing data processing and reducing server response times to better user experiences and privacy.
- Led meetings and assigned tasks to interns, creating project plans and providing guidance to ensure timely completion and collaboration, while resolving errors and issues related to dependencies and compatibility.

PROJECTS

Baseball Data Analytics **November 2023**

- Developed a statistical model in R using a 20-year baseball analytics database, including MLB rankings, W/L ratio, home runs, attendees, batting average, slugging percentage, pitch tracking.
- Identified correlations between game wins and variables to predict top teams with 88% accuracy.

Bear News Network (BNN) **January 2024**

- Developed a news aggregator web app for the UC Berkeley community, meticulously filtering news sources for city and university content to significantly enhance local news accessibility and content relevance.
- Employed web scraping techniques to extract data from websites, RSS feeds, and custom APIs, enabling the gathering and display of pertinent news content according to specified criteria.
- Implemented a daily news tab to streamline access to the most relevant stories for the UC Berkeley community.

NGordNet **March 2024**

- Developed a browser tool utilizing the WordNet English lexicon library to explore the historical usage of the top 50,000 most common words in English literature from the 1470s to the present day.
- Implemented custom data structures including time series for fast lookups, sets for managing unique elements, and heaps for priority-based operations, optimizing the management of data sourced from the WordNet file.
- NGordNet enables users to input single words or lists, presenting usage data graphically or in text, and offering features to explore word relationships like hyponyms and ancestors for a versatile user experience.

Portal Prowler **May 2024**

- Developed a video game in Java with efficient custom data structures, including hashmaps for fast lookups and linked lists for dynamic content, optimizing performance and gameplay fluidity.
- Managed dynamic and random world generation and implemented an algorithm that adjusted world size, resources, and playable area based on user screen size, ensuring optimized gameplay across all devices.
- Designed engaging gameplay mechanics, such as stamina management, item upgrades, and escalating challenges, boosting player engagement and progression.

SKILLS & INTERESTS

Technical Skills: Computer Programming/Data Analysis (Python, R, Java, Javascript, HTML, CSS, C#, SQL), React, Node, Express, Vue, Spring, MongoDB, Firebase, REST API, Expo, CAD/CAM (Solidworks, Fusion 360)
Other: Wood/Metal Fabrication, Welding, Academic Research, Biochemical Lab Work, Figma Design
Interests: Machine Learning, Embedded System Software, Space Exploration, Computer Hardware, Travel, Cooking