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, The Structure and Interpretation of Computer Programming, Efficient Algorithms and Intractable Problems

WORK EXPERIENCE

A Round Entertainment **New York, New York**
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 preparing for over 500,000 users.
- Collaborated with front-end developers to integrate seamless API endpoints and standardized the UI with Material UI, significantly enhancing user experience and ensuring consistent design across both web and mobile platforms.
- Conducted extensive load testing and performance tuning, successfully reducing server response times by 30% and thoroughly documenting backend processes to streamline future development and maintenance efforts.

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**

- Implemented efficient custom data structures, such as hashmaps for fast lookups and linked lists for managing dynamic content, to optimize game performance. Managed tasks including dynamic world generation, intricate player interactions, and resource allocation to enhance gameplay fluidity and responsiveness.
- Implemented efficient custom data structures to optimize game performance, managing dynamic world generation, player interactions, and resource allocation.
- Designed interactive gameplay mechanics, including stamina management, item collection for upgrades, and challenges where difficulty escalates over time, enhancing player engagement and progression.

SKILLS & INTERESTS

Technical Skills: Computer Programming/Data Analysis (Python, R, Java, Javascript, HTML, CSS, C#, SQL), Web Development (React, Node, Express, Vue, Spring, MongoDB, Firebase), 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