Krish Y. Shah

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Education

University of South Florida — Tampa, FL
Bachelor of Science in Computer Science — *Expected December 2026*
GPA: 3.79

Technical Skills

Languages: C/C++, CUDA, RISC-V, Python, HTML, CSS, JavaScript
Technical Skills: React, Node.js, Express, RESTful APIs, Git, Canva
Courses: Data Structures, Analysis of Algorithms, Computer Architecture, Programming in Massively Parallel Systems

Experience

Software Engineering Intern — June 2025 – August 2025
Typical PT — *Cape Coral, FL*

- Collaborated with the lead web developer to create an exam preparation platform for **1000+** Physical Therapy students
- Automated the transfer of test bank questions into a tabular format using the **Openpyxl** library, reducing development time by **8 hours**
- Implemented a dynamic, responsive user interface using React and Tailwind CSS to enhance user experience.

Marketing Intern — Jan 2025 – May 2025
Society of Asian Scientists and Engineers (SASE) — *Tampa, FL*

- Integrated a **Google Apps Script** into the team's Google Calendar, reducing task scheduling time by **50**%
- Coordinated with the USF Engineering Council to promote events and increase student engagement
- Designed event marketing posts using **Canva** to support social media outreach

Projects

Spatial Distance Histogram | *CUDA, C*

- Accelerated a Spatial Distance Histogram computation by porting the program from **C** to **CUDA**, achieving a **200%** reduction in execution time
- Optimized memory layout to ensure coalesced global memory access, reducing the execution time by a further **10%**
- Enhanced parallel efficiency by applying **data privatization and tiling strategies**, reducing atomic operations and boosting overall performance by a further **50%**

Weather App | *Tailwind CSS, TypeScript, React, Node.js, Express*

- Built a full-stack weather application using **React, TypeScript, Node.js,** and **Express** to fetch and display real-time weather data from the **OpenWeather API**, styled with **Tailwind CSS**
- Designed a responsive grid-based UI that adapts to various screen sizes for a smooth user experience
- Handled edge cases for duplicate city names and invalid addresses by validating user input with geocoding, improving app reliability

Etch-A-Sketch | *HTML, CSS, JavaScript*

- Developed an interactive web application using **JavaScript** and **DOM manipulation**, allowing users to create pixel art with mouse interactions
- Implemented five custom brush types to enable more complex drawings
- Added keyboard shortcuts to streamline the drawing process
- Built a responsive canvas with adjustable dimensions to enhance usability across devices

Calculator | *HTML, CSS, JavaScript*

- Designed an online calculator application to evaluate arithmetic expressions created through button input
- Added delete and reset functions using string manipulation to allow the user to modify their inputs
- Incorporated six different operations and decimal arithmetic to allow for a wider range of calculations