**Krishna Inukonda**

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**OBJECTIVE**\_\_\_\_\_\_\_\_\_\_\_\_

George Mason sophomore with a strong passion for Computer Science and proficiency in multiple programming languages. I enjoy coding and have a keen interest in computer vision, ML, and AI planning and optimization. Seeking internship or full-time tech job opportunities.

**EDUCATION**

**George Mason University**, Fairfax, VA (GPA: 3.77)

Bachelor of Science in Computer Science August 2022 – May 2025

* Courses: CS 110 (Essentials of Computer Science) CS112 (Intro to Computer Programming), CS211(Object Oriented Programming), CS310 (Data Structures), CS262 (Intro Low-level Programming)

**John Champe High School**, Aldie, VA (GPA 4.40) August 2018- May 2022

* Courses: AP Statistics, AP Psychology, DE Physics, Intro to Cybersecurity, AP Computer Science
* Activities: Educators Rising, NHS, NSHS

**SKILLS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Programming Languages:**

* Java,Python, C, HTML, JS, React, C#, Javascript

**Development Tools:**

* Junit Testing, Git, Unity, Eclipse, JetBrains, JDA, Java GUI Framework

**Data structures and algorithms**:

* Solid understanding of fundamental data structures like arrays, linked lists, trees, and graphs, applying them to optimize data organization and retrieval.

**Object-oriented programming (OOP):**

* Well-versed in OOP principles, leveraging encapsulation, inheritance, and polymorphism to design modular and maintainable code.
* Applied OOP concepts in projects, facilitating code reuse, and extensibility.

**Foreign Languages:**

* French (fluent), Telugu (fluent)

**PROJECTS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**2D Platformer Game Development** Summer2021 – Fall 2021

* Designed and developed a 2D platformer game using Unity game engine and C# scripting.
* Implemented player movement mechanics, including character controllers, and collision detection.

**Queueing Policy Evaluation Tool** Fall 2022

* Developed a sample queueing policy evaluation tool for a company facing high demand.
* Implemented program in Java that simulated and evaluated the performance of a given queueing policy.

**Grayscale Image Processing** Fall 2023

* Developed a program to process grayscale images using a two-dimensional doubly linked list data structure.
* Implemented image loading and manipulation functions to handle images in the PGM format.
* Created a custom image representation that efficiently stores pixel values and supports various operations.

**Created and Hosted a Discord Application** Fall 2022 – Fall 2023

* Crafted and deployed a custom Discord bot using Java and the JDA (Java Discord API) framework.
* The bot elevates server interactions with capabilities including automated moderation and data-retrieval.

**CERTIFICATIONS/AWARDS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* CTECS Workplace Readiness Skills Assessment (2022)
* IC3 Digital Literacy (2022)
* Dean’s List (2022-2023)
* AP Scholar (2022)