

Krishna Kalakkad

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EDUCATION

CAL POLY, SAN LUIS OBISPO

SEPT 2017 - June 2022

Pursuing a B.S. in Liberal Arts and Engineering Studies (LAES), with a concentration in Computer Security and International Relation, as well as a minor in Math.

LINKS

Github: [krishnakalakkad](#)

LinkedIn: [krishnakalakkad](#)

Website: [krishnakalakkad.github.io](#)

SKILLS

Java • Python • C/C++
C# • Javascript • HTML
CSS • SQL • KQL • bash
LaTeX • Agile

TECHNOLOGIES

Microsoft Azure • AWS
Power BI • MySQL
Git • SSH • Mac • Windows
Linux • VMware • Unix

RELEVANT

COURSEWORK

Object Oriented Programming
Data Structures and Algorithms
Distributed Computing
Computer Architecture
Systems Programming
Artificial Intelligence
Linear Algebra I, II
Game Theory
Ethical Hacking

CAMPUS INVOLVEMENT

LAES Club

- Treasurer from 2018-2019
- VP from 2019-2020

Dean's List

- Fall 2020
- Winter 2021
- Spring 2021

President's List (2020-2021)

Cal Poly White Hat Club

Cal Poly Badminton Club

Cal Poly Comedy Club

EXPERIENCE

LAM RESEARCH | CYBER SECURITY INTERN

JUN 2021 - SEPT 2021 | Remote

- Developed the backend of a comprehensive vulnerability management dashboard that reports security and compliance information across all 25,000+ devices in Lam in real time.
- Helped identify key security metrics relevant to both the security team and senior management in the front end of the dashboard to effectively monitor general security of Lam as the company grows rapidly.
- Wrote python scripts that used Microsoft Intune and Azure REST APIs to configure live connections between the dashboard and data warehouses.

CAL POLY CS DEPT. | RESEARCH ASSISTANT

SEPT 2020 - FEB 2021 | Remote

- Created an algorithm that applies concurrent programming to Gauss Jordan elimination when solving linear systems of equations.
- Integrated this algorithm into a message passing interface that parallelizes a wide variety of linear algebra operations on 50x50 matrices.

SEEDS IN STEM | UNITY GAME DEVELOPER

SEPT 2020 - DEC 2020 | Remote

- Proposed and developed a Unity-powered game that teaches middle and high schoolers the basics of kinematics.
- Designed and wrote player movement and game physics in C#.

CAL POLY ACADEMIC SKILLS CTR. | WORKSHOP LEADER

APR 2019 - JUNE 2020 | San Luis Obispo, CA

- Conducted out-of-class review sessions for calculus and linear algebra courses that previously experienced a high rate of fails and withdrawals. 97% of the students I worked with achieved passing grade.
- Accelerated student learning by designing and implementing resources such as games and worksheets which enabled students to gain clear understanding of the course material.

LAM RESEARCH | SECURITY OPERATIONS INTERN

JUNE 2019 - SEPT 2019 | Fremont, CA

- Wrote queries in Microsoft Azure Log Analytics that detected potential threats to servers and filtered out expendable data, saving the company \$12,000/year.
- Coordinated with numerous DLP solution vendors and relayed pros and cons to senior management to enable decision on solution.

CALIFORNIA CYBERSECURITY INSTITUTE | PUZZLE DESIGNER

SEPT 2018 - DEC 2018 | San Luis Obispo, CA

- Part of a team that designed and built an escape room that taught participants about cybersecurity.
- Installed Kali Linux on a used computer and designed a puzzle inside the computer that taught participants about password cracking.