Krishnan Pandya

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EDUCATION

Charotar University of Science and Technology (CHARUSAT)   Changa, India
B.Tech in Computer Engineering   *Oct. 2021 – May 2025*
- GPA: 8.76/10.00
- Data Structures & Algorithms, Operating Systems, Design & Analysis of Algorithms, Machine Learning, Artificial Intelligence, Cloud computing, Theory of Computation, Python Programming, Software Engineering, Image Processing & Computer Vision.

Oxford School of Science   Amreli, India
Secondary Education   *May 2019 – June 2021*
- Percentage: 80.9%
- Grade: B1

EXPERIENCE

HyperVect   Ahmedabad, India
Intern   *May 2023 - June 2023*
- Completed a full stack development internship at HyperVect, working with technologies like React, Django, Three.js, and SQLite, also exploring STT/TTS integration, UI with Figma, and version control with GitHub and Git CLI.
- Explored system design, analysis, and development by building user-focused features under guidance.

CHARUSAT [🌐]   Changa, India
Intern   *May 2024 - July 2024*
- Designed and developed a Flutter App, seamlessly integrating Supabase cloud services for backend support.
- Gained hands-on experience in deploying cloud-based solutions for real-world applications.

Google Developers Student Club - CHARUSAT [🌐]   Changa, India
Tech Team   *June 2023 - June 2024*
- Actively collaborated with team members to organize and execute tech events, hackathons, and workshops.
- Assisted in designing and implementing technical solutions, leveraging expertise in web and mobile development.

PROJECTS

ReachOut | *PostgreSQL, ReactJS, NextJS, Django, Docker*
- A personal project aimed at unifying social media handles into a single accessible platform.
- Engineered a full-stack solution, integrating web and mobile development with advanced cloud computing capabilities.
- Implemented real-time data processing, enabling dynamic and efficient user interactions across platforms.
- Mastered the production lifecycle, from development to deployment, ensuring a scalable, reliable, and high-performing application.

Penguin Model | *C#, Unity, ML-Agents*
- Developed an AI Penguin within a Unity environment using ML-Agents.
- Implemented machine learning algorithms to enable the Penguin to hunt fish, showcasing survival instincts.
- Trained the AI to provide for both itself and its young, demonstrating natural behavioral patterns.

CONFAB | *HTML, CSS, JavaScript, Django*
- Built an exclusive and anonymous online discussion forum for organizations valuing privacy and transparency.
- Allowed users to ask and answer questions freely without requiring a username, ensuring anonymity.
- Developed using Django for the backend, with a responsive frontend built using HTML, CSS, and JavaScript.

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript, HTML/CSS, Shell Scripting, Go, SQL, Dart
Frameworks: React, Node.js, Django, Tensorflow, Flutter, Docker
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib

ACHIEVEMENTS

Recommender Systems and Deep Learning in Python   Certificate

PUBLICATIONS

[**C.1**]   Pandya Krishnan Arunbhai, et al. (2024). **8th International Conference on Smart Trends in Computing and Communications** . In *Smart Trends in Computing and Communications*, pp 387–404. Springer, Singapore. 02 June 2024, DOI:10.1007/978-981-97-1326-4_32