Lewis Krishnamurti

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EDUCATION

UNIVERSITY OF SYDNEY

Bachelor of Advanced Computing (Honours)
Graduating Dec 2022 | Sydney, NSW
WAM: 81.3
Activities: CS Society
Related Coursework:

- Introduction to AI (88)
- Data Structures & Algorithms (86)
- Data & Information Management (86)
- Software Construction & Design 2 (82)
- Computing 3 Management (82)

AUCKLAND INTERNATIONAL COLLEGE

Grad. 2018 | Auckland, New Zealand | IB 38

SKILLS

LANGUAGES

Proficient:
Java • Python
Familiar:
SQL • C • LaTeX
Learning:
JavaScript • CSS • Android/Kotlin • React

TECHNOLOGIES

Gradle • JUnit • Git • Jenkins • JavaFX • Three.js • Unix

CERTIFICATIONS

AI 900 Azure AI Fundamentals (17/2/21)

ABOUT ME

INTERESTS

Cryptocurrencies • Cyber Security • Artificial Intelligence

HOBBIES

Trombone • Cooking • Table Tennis

PROJECTS

PERSONAL WEBSITE | lewiskrishnamurti.me

Aug 2021 - Present

- A personal website built with GatsbyJS and React.
- Created real-time animated visualisations with Three.js and React Three Fiber.

CRYPTOVIEWER | GitHub

May 2021 - Jun 2021

- A JavaFX application for viewing information on cryptocurrencies.
- Implemented a conversion feature to convert between crypto and fiat currencies.
- Leverages the CoinMarketCap and Imgur APIs.
- Created an SQLite database for local caching of data.
- Implemented concurrency to ensure the application remains responsive while fetching data.

VENDING MACHINE | GitHub

Aug 2020 – Sep 2020

- A mimic vending machine application programmed in Java following Agile methodologies as a university group project.
- Followed the Scrum framework, employed Agile practices and used CI/CD technologies.
- Personally set up and hosted a Jenkins server, utilizing GitHub webhooks for automated building and testing with Gradle and JUnit.
- Personally set up and interfaced with an SQLite database via JDBC for storing application data.

TICTACTOE | GitHub

Jun 2020 – Jun 2020

- A command line interface Tic-tac-toe game programmed in C.
- Used sockets to facilitate multiplayer over a local network.