Prashanth Krishnan
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(571)364-5607 ▪ pkrish012@gmail.com

Objective
Eager-to-learn beginner software engineer hoping to gain an internship.

Skills
- Java
- C
- Higher-level Mathematics and Calculus
- Snowflake SQL

Experience
- **Ippon Technologies USA - Internship (Summer 2021)**
  - Introductory Projects to Java Spring Boot and React JS
  - Added outstanding features to an Assessment Application that is used internally, such as fleshing out the RBAC for the application by separating admin and user views, and creating a new page through which users could create a new client. I also worked on cleaning up the UI elements of the front page, in order to help the user more easily identify which page they are on.
- **Ippon Technologies USA - Internship (Summer 2022)**
  - Project using Python, Snowflake SQL, Airflow, and Amazon Web Services
  - Used Snowflake SQL and Python to pipe data in from a movie reviews database on Amazon S3, then classified the data on whether it was a positive or negative review using a python ML script on the EMR. Then, the classified data was sent back to the S3 bucket. From there, a view was created that held a summary of the data, and Tableau was subsequently used to show different attributes of that data.

Project History (2019 - 2022)
- **AP Computer Science A (Fall 2019 – Spring 2020)**
  - Palindrome: Checked to see whether an inputted string of characters was palindromic in nature
  - Array traversal in both one and two-dimensional arrays using both the for-loop structure and for-each loop structure
  - Wrote various classes that interacted with one another
- **Object Oriented Programming (Fall 2020)**
  - Project 1: Number analysis and manipulation in order to get students used to writing basic Java methods and functions.
  - Project 2: Class-level functions and their interactions in order to introduce and reinforce the concept of class-level inheritance, as well as the concept of using modifiers such as private and protected to encapsulate data.
  - Project 3: Used enumerations, abstract classes, and interfaces to create fitness exercises of different types, and then created a class that checked the daily and weekly schedules of a person from a J-unit test file created by the teaching assistant.

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  - Project 4: Evaluated LISP expressions in Java by creating a Token class to hold LISP tokens, and then an expression evaluator class to evaluate the expressions.
  - Project 5: Let a maze be solved using a 2-dimensional array, given a specified start location and end location.
- **Introductory C programming (Fall 2021)**
  - Project 1: Simulated a dice game called "Craps" with all the basic rules of the game, including the ability to bet money, double the current bet if you win, lose the bet amount if you lose, and roll the dice.
  - Project 2: Created a cipher program that took as input a text file name, and created a new file that was encrypted using the key pairs of another text file. The same cipher key file could then be used to decrypt the file that was passed by name as an input.
  - Project 3: A basic linked list program that created a list of food orders. These food orders had as elements a robot number (in relation to the Starship robots that run on the GMU campus), the order list, another linked list pertaining to the list of food items in that order, and an address to deliver to (as a String), a restaurant from where the order should be taken, and the next node in the order list. The user of this program would be allowed to continuously enter new robot orders until they wished to stop entering orders, at which time all orders would be displayed in a neat fashion.
- **Data Structures and Algorithms (Spring 2022)**
  - Project 1: Exercise involving the creation of a class that simulated the effects of a Blockchain currency in two different ways, one being a normal Blockchain, and the other having a priority assigned to each block in the chain. This was implemented using arrays
  - Project 2: Exercise involving the creation of a queue of customers, where each customer had a different priority in the line, and was "checked out" based on priority, using queues and priority queues.
  - Project 3: Based on a set of words in a text file, determines similar sounding words in a user's input using HashMaps.
  - Project 4: Mini networking app that establishes connections between different users based on graph data structures.
- **Software Engineering (Fall 2022)**
  - Created a Spring Boot/Bootstrap/Thymeleaf HTML project with a team of other students which stored a list of Manga titles, let users log in using a Spring Security Authentication page, and add different titles to their Manga List from a provided list to let them track which Manga they were currently reading. The various users were divided between administrators and basic users using simple RBAC, and administrators could remove users if necessary. In turn, a full Junit test suite was created for the project which thoroughly tested both functionality and endpoints to the webserver (running off local), and the created MySQL database.

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Education

Westfield High School May 2020
Advanced Studies Diploma, GPA: 3.69, weighted
Honor Societies:
Math Honor Society

George Mason University, Fairfax, VA (Ongoing)
Bachelor of Science in Computer Science, GPA: 3.90 May 2024
Recipient of the Tech Talent Award Fall 2020 – Spring 2024

Courses Completed

- Object Oriented Programming
- Analytic Geometry and Calculus II
- Essentials of Computer Science
- Probability and Statistics for Engineers
- Introductory C programming
- Discrete Mathematics
- Data Structures and Algorithms (Java)
- Analytic Geometry and Calculus III
- Formal Methods and Models
- Software Engineering
- Linear Algebra

Courses Currently Taking Completed

- Analysis of Algorithms
- Systems Programming
- Ethics and Law for the Computing Professional