




Praveen Krishna

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Internship Availability: 07 May 2023 – 07 Aug 2023

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 <https://praveenkrishna0512.github.io/MyWebsite>

EDUCATION

National University of Singapore

Aug 2021 – May 2025

Bachelor of Computing (Computer Science), GPA: 5.00/5.00

- **Courses:** Data Structures and Algorithms, OOP in Java, Logic & Combinatorics, Graph Theory

KEY SKILLS

Languages: Python, Java, JavaScript, HTML, CSS, Dart, Solidity | **Tools:** Visual Studios Code, IntelliJ, Figma

Technologies: Flutter, React.js, Next.js, Jekyll, Node.js, Express, MongoDB, Firebase, Git, AWS, Truffle

WORK EXPERIENCE

Software Engineering Intern — Terraformers

May 2022 – Jul 2022

- Implemented a mobile app from scratch using **Flutter**, to serve as a Web3 social platform for regenerative travel
- Integrated a custom map interface using **Google Maps API**, to display regenerative travel experiences near users
- Built a server using **Express** and deployed it on **AWS EC2**, to perform user authentication and data manipulation
- Incorporated **RESTful APIs**, to follow industry standards for client-server communication
- Configured a database and relevant schemas in **MongoDB**, to store data about users and travel experiences

Head of Programmes — Access Singapore

Feb 2021 – Present

- Led a 10-man team to design and execute career exploration programmes for underprivileged students
- Mentored new members through frequent 1-on-1s, to ensure programme design standards are met
- Helmed a 6-month mentorship programme for 15 mentees, in partnership with Pan Pacific Hotels Group

IT Innovation and UX Research Intern — Singapore Police Force

May 2021 – Jul 2021

- Designed a website using **HTML5**, to answer FAQs regarding the digital technologies used by officers
- Conducted 2 rounds of user testing with 10 officers to gather feedback on an internal mobile application (EEVA)
- Consolidated user sentiments on EEVA using Mural, thus aiding the delivery of improved UI mockups

PERSONAL PROJECTS

JustShareLah!

Apr 2022 – Aug 2022

- Co-created a mobile app using **Flutter** and **Firebase**, to serve as a communal sharing platform within NUS
- Implemented extensive unit testing to ensure intended functionality of our app
- Leveraged **GitHub Actions** to automatically verify that no build errors exist, before pushing the builds to Releases
- Conducted regular code reviews with my team, to learn from our mistakes and keep updated on everyone's tasks

Shan Royale Bot

Jul 2022 – Aug 2022

- Built a Telegram bot using **Python** and **SQLite** to facilitate an orientation game involving 120 simultaneous players

Interseed.co

Mar 2022 – Present

- Improved the user interface of a sustainability focused web platform built in **React.js** and **React-Bootstrap**

Jio Cup

Aug 2021 – Sep 2021

- Created a **Python** script for a college event, to scrape Telegram chats for keywords and track scores in a database

Calorie Calculator

Jan 2019 – Feb 2019

- Designed a diet tracker application in **Java** to calculate caloric values of meat and fruits, and log meal entries

AWARDS & COMPETITIONS

Awards: NUS Merit Scholarship (2019) • SINDA Excellence Award (2019) • MOE Leadership and Service Award (2018)

Hackathons: NUS GreyHats Welcome CTF (2021) • GDSC HackForGood (2021)