Vaishak Krishna

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Education

University of California, Berkeley (GPA: 3.9/4.0)

In progress: Bachelor of Arts in Computer Science

Honors: Dean's list, Upsilon Pi Epsilon CS Honor Society.

Aug. 2020 - Present

Berkeley, California

Relevant Coursework

- Data Structures
- Discrete Mathematics and Probability
- Structure and Interpretation of Computer Programs
- Algorithms and Intractable Problems
- Computer Architecture
- Designing Information Devices and Systems

- Operating Systems
- Foundations of Data Science
- Computer Security
- In Progress: Intro Machine Learning
- In Progress: Principles/Techniques of Data Science

Experience

XLNC May 2023 - August 2023

Software + AI Engineer Intern

- Developed a web interface Chatbot with vector embedding and advanced prompt engineering methods.
- Created Software Infrastructure on the cloud for extensive psychometric analysis of Large Language Models.
- Leveraged many Large Language models to create and analyze various scenarios for effective persuasive coaching.

FavorX March 2023 - June 2023

Backend Software Engineer

• Developed and maintained API endpoints using MongoDB and Express for a scalable and reliable backend.

• Collaborated with cross-functional teams to integrate new features into the API for faster time-to-market.

QBurst June 2021 - August 2021

Backend Software Engineer Intern

Remote

Remote

Remote

- Worked on a microservice using the .NET framework to store lead data from various sources.
- Engineered part of the API for an internal tool to securely access customer lead data in a SQL database.
- Worked with various dev teams to integrate the API into an application and increase ad deployment efficiency.

Extracurricular

Computer Science Mentors (UC Berkeley)

January - May 2022/2023

Berkeley, California

- Currently teaching Computer Architecture concepts as a mentor to a group of students weekly.
- Taught data structures concepts and mentored many peers weekly, receiving a 4.5/5.0 effectiveness rating.
- Co-led task forces to teach concepts of Git/Github and produce review videos for students.

Projects

Gym Data Visualization | https://rsf-crowd-data.web.app/AWS, IPYNB, Firebase October 2022 - December 2022

- Developed a data visualization web app to display the crowd density of the UC Berkeley campus gym.
- Received 97% positive feedback from over 200 UC Berkeley students and City of Berkeley residents.
- Coded a data pipeline to collect, transform, and store data from the school gym in a cloud database.

Wordle Improved | https://wordle-improve.web.app | JavaScript, React, HTML/CSS, AWS May 2022 - September 2022

- Launched a responsive, improved version of the hit game "Wordle" using ReactJS, hosted on an AWS EC2 instance.
- Constructed an information theory based solver that is 97% as good as the current best solver (3.54 avg guesses).
- Ensured compatibility with multiple operating systems and browsers using various Web APIs.

• Deployed the web app for 400+ users by configuring Apache HTTP server on Linux machines in the cloud. Technical Skills

Computer Languages: Python, JavaScript, Java/JUnit, RISC-V Assembly, C/C++, HTML, CSS, Go, C#

Developer Tools: VS Code, IntelliJ, PyCharm, Eclipse, Visual Studio

Technologies/Frameworks: ReactJS, Git/GitHub, Microsoft Azure, Linode, Jupyter Notebook, Linux, .NET, Django

Other Skills/Hobbies

- Languages: English (Bilingual Proficiency), Malayalam (Bilingual Proficiency), Mandarin Chinese (Limited WP)
- Trombone Performance Accepted/performed in various ensembles at the school, state, and all-national levels.
- · Hobbies Bouldering, Poker Theory, Gaming, Weight Lifting, Speedcubing, Cooking