# Vaishak Krishna

📞 908-l  ✉ vaishak.krishna@berkeley.edu  in linkedin.com/in/vaishakkrishna  ○ github.com/vaishakkrishna

## Education

**University of California, Berkeley**                                    **Aug. 2020 – Present**
*In progress: Bachelor of Arts in Computer Science*                      *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

## Experience

**QBurst**                                                              **June 2021 – August 2021**
*Backend Software Engineer Intern*                                      *Remote*

- Developed a REST API using the .NET framework and SQL server for easy access to customer lead data.
- Worked closely and efficiently with a UX designer to integrate the API into the mobile application.

## Projects

**WordleM** | https://wordlem.top | *JavaScript, ReactJS, CSS, HTML, Linode*          **January 2021**

- Developed and published a responsive, improved version of the hit game "Wordle" using ReactJS, hosted in the cloud.
- Implemented a highly performant information-theory driven solver and helper with a $< 4$ average guess rate.
- Maximized application responsiveness and endabled support for sharing on all devices using multiple Web APIs.
- Improved user statistics tracking by returning metrics such as skill/luck scores, average guess rate, and more.

**Ticket Price Calculator App** | *Java, Android Studio*                           **November 2020**

- Created an Android application using Java and Android Studio to calculate ticket prices for trips to museums in NYC.
- Processed user inputted information in the back-end of the app to return a subtotal price based on the tickets selected.
- Utilized the layout editor to create a UI for the application in order to allow different scenes to interact with each other.

**Transaction Management GUI** | *Java, Eclipse, JavaFX*                           **October 2020**

- Designed a sample banking transaction system using Java to simulate the common functions of using a bank account.
- Used JavaFX to create a GUI that supports actions such as creating an account, deposit, withdraw, list all acounts, etc.
- Implemented object-oriented programming practices such as inheritance to create different account types and databases.

## Technical Skills

**Languages**: Python, JavaScript, C, C#, Java, HTML, CSS, Scheme (LISP)
**Developer Tools**: VS Code, IntelliJ, PyCharm, Eclipse, Visual Studio
**Technologies/Frameworks**: ReactJS, GitHub, .NET, Django, Jyupiter Notebook

## Leadership / Extracurricular

**Fraternity**                                                          **Spring 2020 – Present**
*President*                                                            *University Name*

- Achieved a 4 star fraternity ranking by the Office of Fraternity and Sorority Affairs (highest possible ranking).
- Managed executive board of 5 members and ran weekly meetings to oversee progress in essential parts of the chapter.
- Led chapter of 30+ members to work towards goals that improve and promote community service, academics, and unity.