Vaishak Krishna

908-l vaishak.krishna@berkeley.edu 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 RESTful 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 | *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, Java, C, HTML/CSS, JavaScript, SQL
Developer Tools: VS Code, Eclipse, Google Cloud Platform, Android Studio
Technologies/Frameworks: Linux, Jenkins, GitHub, JUnit, WordPress

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.