

# VAISHAK KRISHNA

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## Education

University of California, Berkeley; GPA: 3.9

B.A. in Computer Science

Aug. 2020 – Present

Berkeley, California

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

## 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
- Computer Security
- Intro Machine Learning
- Principles/Techniques of Data Science
- In Progress: Decentralized Finance
- In Progress: Deep Neural Networks

## Development Experience

### XLNC

May 2023 – Present

Software + AI Engineer Intern

Berkeley, CA

- **Developed a full-stack** persuasion chatbot that leverages **AI-focused tech** such as vector databases and LLMs.
- **Created Azure infrastructure** for psychometric data collection, testing, and monitoring of Large Language Models.
- **Created** an end-to-end persuasive performance **evaluation pipeline** for customers using **Python and ReactJS**.
- **Co-Authored** a research paper on the evaluation of **AI Ethics** for LLMs using a metrology-based approach.

### FavorX

March 2023 – June 2023

Backend Software Engineer

Berkeley, CA

- **Developed and maintained API endpoints** using MongoDB and Express.js for a **scalable and reliable backend**.
- **Collaborated** with marketing/frontend teams to develop an **in-app currency system** and **3+ new DB schemas**.

### QBurst

June 2021 – August 2021

Backend Software Engineer Intern

Remote

- Used the .NET framework to **develop API endpoints**, enabling **efficient data access** of customer leads.
- **Worked with other dev teams** to integrate the API into a mobile app and increase ad deployment efficiency.

## 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).
- Deployed the web app for **400+ users** by configuring **Apache HTTP server** on Linux machines in the **cloud**.

## Teaching/Tutoring Experience

Course Staff, CS61C (UC Berkeley)

June - August 2023

Tutor

Berkeley, California

- Hosted office hours to **help debug student code** and answer conceptual questions about **computer architecture**.

Computer Science Mentors (UC Berkeley)

January - May 2022/2023

Mentor

Berkeley, California

- Mentored 5 students weekly and taught **computer architecture + data structures**, with a **4.5/5.0 overall rating**.
- **Co-led task forces** to teach concepts of Git/Github and produce review videos for students,

## Skills

**Hobbies:** Boulderling, Poker Theory, Gaming, Speedcubing, Cooking

**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