

ABISHEKK KAILASHRAM KRISHNA

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Technical Skills

Programming Languages/Databases: Python, Java, C++, C, TypeScript, JavaScript, Ruby, R, MATLAB, SQL, HTML, CSS, AVR Assembly, PostgreSQL
Machine Learning & Data Science: Pandas, NumPy, scikit-learn, Joblib, Logistic Regression, Histogram Gradient Boosting, ETL, Jupyter Notebook, RStudio
Frameworks & Libraries: FastAPI, React, Ruby on Rails, .NET, Vinext
Cloud/DevOps: AWS (EC2, S3, Lambda, EBS, ELB, VPC, IAM, CloudWatch), Cloudflare Workers, Wrangler, Git, GitHub
Developer Tools: Vite, npm, ESLint, Uvicorn, VS Code
AI Tools: GitHub Copilot, Cursor AI, Claude Code, Snyk AI, Gemini

Awards/Achievements

TCNJ Dean's List (2 semesters) <i>School of Science</i>	Fall 2023, Spring 2024
AWS Certified Cloud Practitioner - Certification Confirmation	January 2026
<i>Amazon Web Services</i>	
- Earned the AWS Certified Cloud Practitioner credential through showcasing expertise in cloud technologies, AWS service offerings, security frameworks, pricing models, and operational best practices. - Strengthened cloud engineering and problem-solving capabilities through an in-depth understanding of AWS architecture, enabling effective support of modern application deployment, infrastructure management, and cloud-based business solutions.	

Education

The College of New Jersey, School of Science	August 2023 - Anticipated May 2027
<i>Bachelors of Science in Computer Science with Data Science Specialization and Minor in Statistics</i>	<i>Ewing, NJ</i>

Experience

Nexus Cloud Solutions Intern	May 2024 - August 2025
<i>Nexus Internship</i>	<i>Plainsboro, New Jersey</i>
- Gained hands on experience with AWS EC2, S3, Lambda, EBS, ELB, and VPC, assisting with cloud infrastructure deployment, storage management, and serverless application workflows. - Collaborated with a 5 member front end team using HTML, CSS, JavaScript, and Git to troubleshoot UI functionality, resolve browser compatibility issues, and fix client side logic errors, ensuring a consistent user experience. - Debugged JavaScript components by identifying DOM manipulation, event-handling, and asynchronous API request issues, reducing reported front-end defects and improving application stability. - Monitored cloud resource utilization and application performance, helping identify bottlenecks and recommending infrastructure optimizations to improve efficiency and availability. - Conducted functional and regression testing on cloud-hosted applications, identifying defects prior to deployment and improving overall application reliability.	

Association for Computing Machinery (ACM)	Sept 2023 - Present
<i>The College of New Jersey</i>	<i>Ewing, New Jersey</i>
- Solve weekly programming challenges using Python, Java, C++, and JavaScript to strengthen algorithmic thinking, object-oriented programming, and problem-solving skills. - Collaborate with Computer Science Teaching Assistants and peers to debug code, review programming concepts, and apply best practices in software development and version control. - Participate in technical workshops and coding competitions that expand proficiency in data structures, software design, and collaborative software engineering.	

Diversity in the Growing Field of Technology (DIGIT.all)	Sept 2023 - Present
<i>The College of New Jersey</i>	<i>Ewing, New Jersey</i>
- Collaborate with students and faculty to organize discussions and networking events that promote diversity, equity, and inclusion within the computing community. Contribute to conversations on challenges in technology and strategies for creating inclusive development teams, strengthening communication, leadership, and cross-cultural collaboration skills. - Participate in professional development workshops focused on career readiness, mentorship, and emerging technology trends to support growth in the technology field.	

Coding/Abacus Instructor	November 2024-January 2026
<i>Best Brains Learning Center</i>	<i>East Windsor, New Jersey</i>
- Committed to helping students (K-8) build a strong foundation in mathematics and technology while boosting their confidence and curiosity in abacus based mental math and coding. - Successfully introduced over 50 students to coding principles, guiding them to create their first fully functional projects using Scratch or Python. - Designed and implemented personalized learning plans that increased student engagement in STEM activities measured by completion rates and class participation. - Organized coding challenges and mental math competitions in class, boosting student confidence, with participants expressing enthusiasm for continued learning.	

Math/English Enrichment Instructor	January 2025-February 2025
<i>Best in Class Education</i>	<i>West Windsor, New Jersey</i>
- Provided personalized one on one tutoring in Math and English to students aged 8-16, focusing on improving comprehension, and problem solving skills. - Facilitated writing workshops that helped students improve essay writing, leading to an average score improvement on written assignments.	

Projects (view more: <https://github.com/abishekk-11>)

Match Predictor	Python, Jupyter Notebook, JavaScript, CSS, HTML...
Github: Match Predictor	
- Built and deployed Pitch IQ, a full stack soccer prediction platform covering Premier League, La Liga, Bundesliga, Ligue 1, and Serie A fixtures, using Python/FastAPI for the ML API and HTML/CSS/vanilla JavaScript with Chart.js for the interactive dashboard. - Trained separate per league multiclass outcome models on historical completed fixtures using an ensemble of regularized Logistic Regression and Histogram Gradient Boosting and selected blend weights using chronological holdout log loss evaluation and refit on all available data. - Engineered leakage safe pre match features including Elo ratings, recent results and goal trends, home/away form, current season points per game, goal difference, rest days, and match sample size ensuring same day results were never used to predict one another. - Developed fixture specific scorer and assist ranking signals from 10 seasons of player data, combining recency weighted goals/assists, xG/xA where available, positional priors, availability proxies, and Poisson style conversion of team scoring expectation into player contribution likelihoods. - Optimized production responsiveness on Render by caching per league runtime artifacts, preventing duplicate concurrent initialization with thread locks, sequencing API requests, and deferring heavy player-portfolio computation until after the primary match forecast is displayed.	

MarketPulse Intelligence	Python, FastAPI, PostgreSQL, NumPy, Redis...
Github: Stock Predictor	
- Built a Dockerized financial research platform using FastAPI, Next.js, PostgreSQL, TimescaleDB, Redis, SQLAlchemy, Alembic, and JWT based organization authentication. - Designed a policy gated forecasting pipeline with point in time datasets, feature engineering, walk forward validation, probability calibration, uncertainty intervals, and LightGBM, XGBoost, random forest, and logistic regression model paths. - Built a financial research platform that generates short horizon stock return outlooks for one week, one month, and three months, including probability of a positive return, expected return	

Multi-Threaded Chat Application	C, TCP Sockets, POSIX Threads...
Github: Multi-Threaded Chat Application	
- Engineered a multithreaded C chat application using POSIX sockets, TCP/IP networking, and IPv4 client server architecture. - Created a thread per client server with pthread mutexes to safely synchronize shared room and participant data structures. - Implemented dynamic chat room creation, room-isolated message broadcasting, username registration, and a command based protocol. - Built asynchronous client send/receive threads and binary safe peer file streaming with accept/reject handshakes and 4 KB buffers.	

Motion Detector	HTML5, CSS3, vanilla JavaScript...
Github: Motion Detector	
- Integrated MediaPipe Tasks Vision Face Landmarker and Pose Landmarker models to process live video frames locally, detecting eye closure, facial smiles, head orientation, and person presence without a backend or video uploads. - Engineered a requestAnimationFrame detection loop with state management and timing thresholds to trigger a 30-second eye closure sleep alert, classify head movement, and identify when a previously visible user likely leaves the camera view.	