Krish Bansal

Open to Relocation | +1 508-905-9284 | bansal.kr@northeastern.edu | krish-bansal.com | github.com/Krish-002 | linkedin.com/in/krish-bansal2 | Available: January 2024 - June 2024

EDUCATION

Northeastern University, Khoury College of Computer Sciences

Bachelor of Science in Computer Science (Concentrating in Artificial Intelligence) GPA: 3.88 Exp. Graduation: May 2026 Relevant Coursework: Algorithms and Data, Computer Systems, Object Oriented Design, Fundamentals I & II, Cybersecurity Foundations, Data Models, Discrete Math, Mathematical Reasoning

TECHNICAL SKILLS

Languages: Java, JavaScript, HTML, CSS, Python, C, Assembly, SQL, Racket.

Frameworks and Libraries: JSON, ReactJS, Shopify, JavaFX, Java Swing, JUnit5, Scikit-learn, TensorFlow, Keras, Pandas, NumPy, Matplotlib

Tools: Git, , Linux, IntelliJ Idea, Eclipse, Android Studio, NetBeans, VSCode, Adobe Photoshop, Adobe Premiere Pro, Microsoft Office, LaTeX.

WORK EXPERIENCE

Khoury College of Computer Sciences

Teaching Assistant (CS2500)

- Preparing and spearheading engaging lab sessions for 30+ students as the lead teaching assistant.
- Conducting thorough code review of foreign codebases to identify potential bugs or inefficiencies. Grading 100+ problems every week.
- Providing individualized support by succinctly explaining concepts and algorithms to students during office hours to ensure cognizance.

Lenskart

Frontend Intern

- · Assisted in the development, troubleshooting and optimization of John Jacobs' website, improving user experience, and implementing new user interface features within a Scrum framework.
- Gained expertise in JavaScript, HTML, CSS, enabling effective collaboration with the development team within the Shopify and React Framework.

Futureschool.ai

AI/ML Fellow

- · Constructed a Convolutional Neural Network (CNN) model using TensorFlow and Keras that accurately predicted retinopathy grades and macular edema values for retina scans with an average accuracy of 73% using IDRiD dataset.
- Implemented CNN saliency maps and loss functions to gain insights into the model's decision-making process, leading to improved interpretability and transparency in predictions.

PROJECT EXPERIENCE (Project Archive)

Movie Recommendation Engine

- Generated a movie recommendation system using Python and popular libraries such as Pandas, Scikit-learn, featuring data cleaning, TF-IDF matrix creation, and an interactive search and recommendation interface.
- Implemented collaborative filtering techniques to find users with similar movie preferences and designed a recommendation scoring system to provide personalized movie recommendations to users.

Bullet Journal: A Digital Bullet Journal

- Created a Java-based Bullet Journal application using JavaFX and MVC architecture, incorporating advanced features like File Visitors and JSON integration with the Jackson Library and conducted rigorous testing using JUnit5.
- · Acquired skills in version control with Git, while adhering to software development best practices such as SOLID principles and design patterns.

BattleSalvo: Naval Warfare CLI Game

- Developed "BattleSalvo," a CLI-based game in Java with MVC architecture, advanced AI system for multiplayer mode, and engaging single-player mode against a complex AI opponent.
- Utilized Java, Git, SOLID principles, and design patterns to ensure robustness. Implemented CLI interface, sophisticated algorithms, and JUnit5 testing. JSON with Jackson library handled data serialization.

Aug 2023 - Present

Jun 2023 - Jun 2023

May 2023 - Jun 2023

Sep 2023 - Present

Jul 2023 - Aug 2023

Gurugram, Haryana

Remote

May 2021 - Jul 2021

Boston, MA

Boston, MA