

ABISHEKK KAILASHRAM KRISHNA

abishekk.org | <https://www.linkedin.com/in/abishekk-krishna/> | (732) 997-9924 | abishekk.0914@gmail.com

Technical Skill

Programming Languages/Databases: SQL, PostgreSQL, Java, C++, C, AVR Assembly, JavaScript, Python, MATLAB, R, Ruby, CSS, HTML

Cloud/DevOps: AWS(EC2, S3, Lambda, EBS, ELB, VPC, IAM, CloudWatch), Git, GitHub, VS Code

AI Tools: Github Copilot, Cursor AI, Claude Code, Synk AI, Gemini

Frameworks/Data Tools: .NET, Ruby on Rails, ETL processes, Jupyter Notebook, RStudio

Relevant Coursework: Operating Systems, Software Engineering, Regression Analysis, Database Systems, Computer Architecture, Statistical Inference, Text Mining, Statistical Quality Control, Computational Problem Solving, Data Structures, Discrete Mathematics, Analysis of Algorithms

Awards/Achievements

TCNJ Dean's List (2 semesters)

Fall 2023, Spring 2024

School of Science

AWS Certified Cloud Practitioner - Certification Confirmation

January 2026

Amazon Web Services

- 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

Bachelors of Science in Computer Science with Data Science Specialization and Minor in Statistics

Ewing, NJ

Experience

Nexus Cloud Solutions Intern

May 2024 - August 2025

Nexus Internship

Plainsboro, New Jersey

- 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

The College of New Jersey

Ewing, New Jersey

- 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

The College of New Jersey

Ewing, New Jersey

- 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

Best Brains Learning Center

East Windsor, New Jersey

- 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

Best in Class Education

West Windsor, New Jersey

- Provided personalized one-on-one tutoring in Math and English to students aged 8-16, focusing on improving comprehension, problem-solving skills, and overall academic performance.
- Facilitated writing workshops that helped students improve essay writing, leading to an average score improvement on written assignments

Projects

Match Predictor *Python, Jupyter Notebook, JavaScript, CSS, HTML*

<https://github.com/abishekk-11/soccer-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**; 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.
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SERVD - Volunteer Management Platform Enhancement *Ruby on Rails, PostgreSQL*

<https://github.com/abishekk-11/servd-manage-interests>

- Built features enabling users to discover volunteer opportunities by issue area, match with organizations by interest, search events, and sign up to volunteer.
- Built a Ruby on Rails and PostgreSQL volunteer platform using MVC architecture and Active Record relational data models.
- Modeled users, organizations, events, tags, favorites, and registrations through indexed relationships and database migrations.
- Developed interest-based event discovery and recommendation logic using categorical tag filtering and user-preference data.
- Implemented routes, controllers, views, and models following the MVC pattern, and designed the supporting PostgreSQL database schema.

Multi-Threaded Chat Application *C, TCP Sockets, POSIX Threads*

<https://github.com/abishekk-11/TCP-Chat>

- 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.