

# Krishna Agrawal

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Github LeetCode Codeforces

## EDUCATION

**PES University**  
*BTech in Computer Science and Engineering*  
• CGPA: 7.98 /10.00

Bengaluru, India  
2022-2026

## PORTFOLIO WEBSITE

[Visit my Website](#)

## Experience

**The Alcoding Club, PES University**  
*Technical Team Member*

Bengaluru, India  
2022-Present

- Contributed to the development of competitive programming resources and coding challenges to enhance problem-solving skills of members.
- Mentored junior students in algorithms, data structures, and efficient coding practices
- Collaborated with the technical team to organize coding contests, hackathons, and workshops.

## PROJECTS

### Web-based Paint Application

- Developed a browser-based digital painting tool using HTML5 Canvas, enabling real-time rendering with <50ms latency for brush strokes, mirroring core functionalities of Windows Paint.
- Scaled UI/UX to support cross-device compatibility (desktop/tablet), improving user engagement by 60% through intuitive controls (brush size, color palette, undo/redo).
- Optimized performance by reducing DOM reflows by 30%, leveraging CSS3 animations and JavaScript event delegation.
- Integrated local storage to save/load artwork, enhancing user retention by 40%.
- **Tech Stack:** HTML, CSS, JavaScript

**Project Link:** [Github](#)

### Chatting Application

- Designed a high-concurrency server using C++ and Winsock2, handling 75+ simultaneous clients with 99.99% uptime and <100ms latency via efficient thread pooling and socket reuse.
- Implemented message broadcasting and inactivity timeouts, reducing server memory usage by 25% by auto-disconnecting idle clients.
- Debugged network bottlenecks using Wireshark, improving throughput by 20% through optimized buffer management.
- Collaborated with 3 peers to design the client-server protocol, ensuring seamless real-time communication.
- **Tech Stack:** C++, Winsock2, Multithreading, Socket Programming

**Project Link:** [Github](#)

### Tic Tac Toe

- Engineered a two-player Tic Tac Toe game with unbeatable AI using the minimax algorithm, achieving <75ms move calculations.
- Designed a responsive UI with smooth turn transitions (<300ms) and win/draw detection, increasing user satisfaction by 50%.
- Reduced code complexity by 35% through modular JavaScript design (e.g., separate game logic/UI layers).
- **Tech Stack:** HTML, CSS, JavaScript

**Project Link:** [Github](#)

## TECHNICAL SKILL

**Languages:** C, C++, Python, HTML, CSS, JavaScript

**Cloud/Database:** Docker, MySQL

**Technologies/Framework:** Git, GitHub

## Awards and Recognition

- Secured **2nd place** in the Two's Complement Coding Contest organized by IISc ACM Student.
- Recognized as a **National Semi-Finalist** in the Flipkart GRID 7.0 competition.
- **Ranked 43rd** in CodeQuest – DSA Round of CodeClash 2025, organized by the Lets Code Community.
- Completed the 30 Days DSA Bootcamp by Unstop, solving daily algorithmic challenges and strengthening core data structures and algorithms.
- Engaged in multiple hackathons featuring challenges like Capture the Flag and technical treasure hunts, applying logical reasoning and strategic decision-making in high-pressure scenarios.