

Sharan Krishna

510-304-1885 | krishna.sharan@gmail.com | linkedin.com/in/sharankrishna14 | github.com/SilverXer0

EXPERIENCE

Apple

June 2025 - September 2025

Software Engineering Intern

Cupertino, CA

- Created a Drag and Drop application with Swift and SwiftUI to easily design upsell sheets for first-party applications in the App Store
- Implemented a type-safe serialization layer using Swift Codable, allowing for seamless import/export of sheet designs and improving designer handoff time by **25%**
- Engineered a centralized state management system using Swift Observable and Concurrency, enabling thread-safe and real-time editing across **14+** components and improving UI responsiveness by **40%**
- Integrated a send-to-device pipeline by routing through Apple Media Services JavaScript controllers to render sheets on different Operating Systems, accelerating cross-platform preview cycles by **32%**

Capgemini

May 2024 - August 2024

Software Engineering Intern

Houston, TX

- Built an automated testing app using JavaScript and React to automate code generation and streamline code reviews for code repositories and APIs
- Integrated a retrieval-augmented generation (RAG) service using Python and Flask to dynamically generate tests, improving coverage by **15%** and scaling test generation to **500+** cases per use
- Automated GitHub workflows and branch management through custom API calls, reducing versioning conflicts by **30%** and improving CI throughput by cutting **15** engineering hours per week

Geopogo

June 2023 - September 2023

Software Engineering Intern

Berkeley, CA

- Engineered real-time augmented reality simulations in C# and Unity for creating and placing buildings in real locations around the world
- Enhanced visualization accuracy and rendering performance in simulations by refining spatial metrics and customization pipelines, increasing stakeholder review efficiency by **25%**
- Refactored and stabilized the iOS application in Swift, resolving performance bottlenecks and reliability issues that improved user retention by **20%** and overall app performance by **17%**
- Created a minimum viable product TAGS for 3D tagging and note features in custom augmented reality creations, increasing designer interaction by **30%**

PROJECTS

AniSense | *TypeScript, React, Python, Flask, Google Cloud Platform, Apache, Kubernetes*

- Developed a Machine Learning Anime Recommender with up to **99%** accuracy in suggesting anime shows from user preferences
- Built a data ingestion and ETL pipeline on Google Cloud Platform using Apache Beam and Airflow to process up to **500,000** data items with parallel execution and scalable throughput for constructing structured datasets
- Architected Kubeflow pipelines for distributed training and batch inference across **50** retrieval and ranking models, producing the final recommendations and sending them to the downstream web application

Aurora | *C++, gRPC, Protobuf, RocksDB, Folly, Prometheus, OpenTelemetry*

- Developed a real-time telemetry ingestion and query service handling over **150,000** messages per second with a **10** ms latency and fault-tolerant performance in distributed systems
- Designed lock-free ingestion queues, token-bucket backpressure, and preallocated memory pools, reducing CPU overhead by **12%** and preventing data loss during burst traffic
- Created a two-tier storage pipeline with an in-memory columnar cache and RocksDB persistence, achieving a **3.9** ms p95 query latency for 1-second windows and maintaining **99.95%** uptime during 12-hour soak tests

SKILLS

Languages: Python, Java, Swift, JavaScript, TypeScript, C, C++, C#, SQL, HTML, CSS

Frameworks: React, SwiftUI, Flask, Next.js, Robot, VisionKit

Developer Tools: Git, AWS, Google Cloud Platform, MongoDB, Jira, Docker, Kubernetes, GitHub Actions

Libraries: PyTorch, TensorFlow, pandas, scikit-learn, Matplotlib, NumPy, Langchain

EDUCATION

California Polytechnic State University - San Luis Obispo

Completed December 2025

Bachelor of Science in Computer Science

GPA: 3.95/4