

# Krishna Mistry

(773) 996-4246 | [kmist3@illinois.edu](mailto:kmist3@illinois.edu) | [kmist70.github.io](https://github.com/kmist70) | [linkedin.com/in/kmist70](https://www.linkedin.com/in/kmist70) | [github.com/kmist70](https://github.com/kmist70)

## EDUCATION

---

### University of Illinois Urbana-Champaign

Bachelor of Science in Computer Science (AI Concentration)

Expected May 2028

GPA: 4.0/4.0

#### Honors:

- Grainger College of Engineering Dean's List (Fall 2025, Spring 2026)

#### Related Coursework:

- Data Structures, Computer Architecture, Discrete Structures, Calculus III

## TECHNICAL SKILLS

---

<b>Languages</b>	C++, Python, Java, MIPS Assembly, Bash
<b>Developer Tools</b>	VS Code, Git/GitHub, Docker, CI/CD
<b>Libraries</b>	STL, OpenCV, Pandas, Plotly, Altair
<b>Frameworks</b>	Streamlit, MediaPipe, PyTorch

## EXPERIENCE

---

### Software Developer

Jan. 2026 - May 2026

*Project: Code*

*Champaign, IL*

- Co-engineered "Stock Market Analyzer," an open-source quantitative market analyzer supporting 17+ distinct performance indicators, including Sharpe ratios and max drawdowns by processing equity curves and trade logs.
- Validated end-to-end backtesting pipeline reliability for the team's core application by achieving full metric accuracy across 5 distinct trading strategies through the implementation of comprehensive Python integration tests.
- Collaborated in an Agile environment with 10 developers, managing cross-functional Git workflows and code reviews to ensure pipeline reliability.

## PROJECTS

---

### MemeFocus | *Python, Git, MediaPipe, OpenCV, PyQt6*

Feb. 2026 - May 2026

- Co-developed a real-time productivity desktop application that gamifies attention and restores focus by playing high-intensity user-selected memes.
- Orchestrated the project's continuous integration and testing infrastructure, achieving 100% automated test pass rates prior to merging by authoring comprehensive pytest suites for camera, overlay, and session logic.
- Resolved critical multi-threading race conditions between camera tracking and UI overlay states, ensuring zero application crashes and smooth media playback by implementing strict concurrency handling and worker threads for the PyQt6 media controller.

### SSBU Optimizer | *Python, Git, Streamlit, Pandas, Plotly, Altair*

May 2026

- Launched a responsive Python web/mobile dashboard deployed via Streamlit Community Cloud, enabling Super Smash Bros. Ultimate players to analyze matchup spreads and progression across 80+ characters.
- Visualized complex competitive character statistics and tier lists, enabling users to immediately identify strategic counter-picks by implementing dynamic Plotly radar charts and Altair visualizations.
- Managed data pipelines for the application, ensuring rapid load times for matchup data by compiling datasets into JSON formats and implementing local Python utility scripts for data handling.

### Fake News Detector | *Python, Git, PyTorch, Streamlit*

Feb. 2026

- Constructed a multimodal fake news detection system in 36 hours at HackIllinois 2026, fusing BERT, CLIP, and Whisper embeddings via cross-modal attention in PyTorch to classify articles and videos.
- Reduced false-confidence misclassifications by implementing a 70% confidence threshold uncertainty-flagging system by designing a softmax-based inference pipeline that surfaces low-confidence predictions as UNCERTAIN instead of committing to a hard verdict.
- Accelerated model training by eliminating redundant inference across runs, and pre-computing and caching 768-dim DistilBERT text embeddings to .npz and per-video CLIP/audio feature files, decoupling feature extraction from MLP head training.