

Kishor Krishna K

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EDUCATION

Sikkim Manipal University

Master of Computer Applications

Gangtok, Sikkim, India

Nov 2024 – Nov 2026

Vivekananda College of Arts, Science and Commerce

Bachelor of Computer Applications

Puttur, Karnataka, India

Jun 2021 – Jul 2024

EXPERIENCE

Software Engineer

TECHG-X

June 2025 – Present

Tampa, Florida, USA (Remote)

- Developed a React-based GIS dashboard for visualizing climate risk data across multiple timeframes
- Developed an Agentic AI platform for geospatial data engineering and visualization using LangGraph
- Implemented a background job system using Celery and Redis for asynchronous geospatial data processing workflows, ensuring reliable long-running workflows.
- Developed real-time progress tracking for background tasks using Redis Pub/Sub and SSE
- Developed interactive map components with Leaflet, with custom layer controls and Geoserver integration

Full Stack Developer

CherriLearn

Jan 2024 – May 2025

Mangalore, Karnataka, India

- Developed a gamified quiz platform with leaderboards, rewards, mini games and performance analytics through interactive charts.
- Designed and integrated features such as push notifications, role-based access control for quizmasters and players, and automated quiz scheduling using cron jobs
- Developed an AI-powered blog generator POC using Next.js and LangChain
- Reduced server latency by 60% through client and server side caching, improving website loading times

PROJECTS

GeoLens | *React, Leaflet, Material UI, Express.js, MongoDB*

[Link](#)

- Developed a Full Stack WebGIS platform , to discover and share places of interest around a region
- Implemented routes between spots, reverse geocoding, weather updates, and more
- Achieved community engagement using likes, comments, and a suggestion system
- Enabled exporting lenses and markers in GeoJSON format for GIS compability

Sailwatch | *React, TypeScript, Cesium, Turf.js, Tailwind CSS*

[Link](#)

- Developed an interactive 3D web app to visualize global ship movements using React and Cesium
- Implemented real-time spatial analysis with Turf.js, including proximity detection, buffer zones, and danger zone alerts
- Animated smooth ship transitions using distance-based interpolation, with custom camera controls
- Improved app performance through memoization, RBush spatial indexing, and lazy loading techniques

Sonify | *React, Tailwind CSS, Express.js, Chart.js, Spotify API*

[Link](#)

- Developed a Spotify web client using React, integrating Spotify's OAuth 2.0 authentication
- Integrated Spotify Web Playback SDK to enable music streaming with full playback controls
- Visualized user listening habits using Chart.js , showcasing top artists and genres
- Developed a Playlist Builder that aggregates top tracks from Spotify playlists based on a keyword

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript, HTML, CSS

Frameworks: React, Next.js, Django, FastAPI, Node.js, Express.js, Tailwind CSS

DevOps: GCP, Nginx, Redis, Git, Linux

Databases: MongoDB, MySQL, PostgreSQL (PostGIS)

GIS Tools: GDAL, Leaflet, GeoServer, Cesium, Turf.js, Mapbox, QGIS