

<https://github.com/iamtvk>

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Location: Hyderabad, India

# Vamshi Krishna

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An Aspiring software engineer with good experience building backend projects can easily learn new technologies and thrive in fast-paced environments.

## SKILLS

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- Go, Python, C, Java, JavaScript
- Linux, SQL, AWS, Git, Vim
- FastAPI, React

## EDUCATION

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**Bachelor's in Technology - CMR TECHNICAL CAMPUS** — *Information Technology*. 2024

## PROJECT EXPERIENCE

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**Interpreter in Go** - <https://github.com/iamtvk/interpreter>

- Engineered a fully functional interpreter tailored for a lua like scripting language, showcasing proficiency in language design and implementation.
- **Recursive Descent Parsing:** Utilized the Recursive Descent Parsing algorithm to effectively parse and interpret complex language constructs, ensuring accurate syntax analysis.
- The project involves implementing a lexer, parser, abstract syntax tree, and evaluation engine.
- **Compiler Theory:** Gained an in-depth understanding of compiler construction, interpreter mechanisms, and foundational language design principles through hands-on implementation.

**Key-Value Database:** <https://github.com/iamtvk/kv-db>

- Developed a thread-safe in-memory key-value store in Go, using mutexes to ensure safe concurrent access across multiple requests.
- **REST API Interface:** Built a RESTful API to allow users to get, set, and delete keys through HTTP endpoints, enabling easy integration and remote access.
- **Persistent Logging:** Implemented append-only logging of all operations to a file, allowing state to be restored on restart by replaying logged commands.

**Asteroids Game** - <https://github.com/iamtvk/asteroids>

- **2D Game Development:** Designed and implemented a classic 2D shooting game reminiscent of the iconic "Asteroids," utilizing the Pygame library in Python.
- **Game Loop and Rendering:** Gained practical experience in managing game loops, rendering graphics, and handling real-time user inputs to create a responsive gaming experience.