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Education

ETH Zurich
September 2024 — Current (Exp. Grad. 2026)

- Pursuing a Master's degree in Computer Science
- Major: Secure and Reliable Systems, Minor: Machine Intelligence
- Selected coursework:
  - Information Security Lab
  - Network Security (project: ACME client in Go)
  - Security of Wireless Networks
  - Reliable and Trustworthy Artificial Intelligence

California Institute of Technology
September 2020 — June 2024

- Graduated with Bachelor's degree in Computer Science, GPA: 3.9/4.0, 527/486 units
- Teaching:
  - TA for Operating Systems (Spring 2024)
  - TA for Algorithms (Spring 2023)
  - TA for Introduction to Software Design (Spring 2022)

Work Experience

Freelance Software Developer
Summer 2022

- Developed a high-performance personal timetracking app for an individual, using SolidJS, TailwindCSS, and PostgresSQL
- Created complex UI, visualization, offline syncing, keyboard shortcuts and mobile view features
- Communicated with client on a bi-weekly basis, iterated on designs and incorporated feedback

Software Engineer — BlueDot Impact
October 2021 — October 2022 (Part-time)

- Developed an application infrastructure for large-scale online programs that decreased the time to schedule >100 cohorts more than 10x, using ReactJS, TailwindCSS, and Airtable
- Built a web application for inputting time availability (alá when2meet), implemented an optimal matching and scheduling algorithm and exposed it to program organizers via an Airtable extension, and created email/Slack automations

Software Engineer / Researcher — Roam Research
August 2021 — August 2022 (Part-time)

- Designed and implemented a new code editor for Roam, using ReactJS, CodeMirror6, and Clojure
- Helped shape future UI design concepts and researched knowledge managment and collective intelligence
- Prior to joining, created spaced repetition and Python extensions for Roam which became one of the most popular Roam extensions

— **Hobbies:** Hiking up mountains | Brewing beer (or just tea) | Film photography | Fixing stuff | Racing video games

Adam Krivka
computer generalist

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↗ LinkedIn in

Skills

hard

- C / C++ / Go / Rust
- JavaScript / HTML / CSS
- Python + numpy, pytorch
- Clojure / functional prog.

soft

- Leadership
- Communication
- Problem-solving

Awards

BjornCTF 2024 5th place
70 teams participated

ICPC SoCal Regional 2022 Winner
Advanced to US round

Intel ISEF 2019 Participant
Presented a project on asteroid family mechanics

Projects

WALL-E
3D-printed life-sized replica with working suspension, tracks, and head

Monolith GUI
Interactive control interface for rocket engine test stand, PARSEC project

Campus-wide Codenames
Live updated board with clues and agent locations, created for Ditch Day, Caltech tradition

Nearer Music Player
Collaborative webapp to control playback on dorm speakers. Used every day.