

# Aaryaman Sharma

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London, United Kingdom

## Education

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### University College London (UCL)

Bachelor of Science in Computer Science

Sept 2021 – June 2024  
London, United Kingdom

- Grade Average: First Class Honours

## Experience

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### Software Engineer Intern

Expedia Group

June 2023 – Sept 2023  
London, United Kingdom

- Worked on performance analytics tool in Node.js, enabling measurement of web application performance metrics and automated blocking of GitHub PRs upon degradation detection
- Carried out scoring strategy experiments to reduce false positive rates due to environment variability, achieving a 20% improvement
- Enhanced logs providing performance improvement suggestions based on specific degradation causes
- Designed and prototyped tool's user interface in Figma, carrying out demos at team meetings to gather feedback and integrate suggestions such as side-by-side performance comparisons
- Implemented UI using native web components with Google Lit and deployed for internal use

### Software Engineer Intern

Qatar Museums

June 2022 – Sept 2022  
Doha, Qatar

- Created a user-friendly GUI tool in Python for staff to efficiently manage digital assets, metadata, manifest files, and data imports, streamlining workflow processes
- Collaborated with Microsoft and Intelligencia France on a website chatbot, solving problems such as integrating real-time museum information into chatbot
- Contributed to Intelligencia's asset knowledge mining tool, doing research and testing on object detection for museum artwork with YOLOv5

## Projects

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### Touchless Kiosks

Designed touchless hospital kiosk interface, enabling hand gesture input for webpages via MediaPipe. Gave a demonstration at Great Ormond Street Hospital, improving accessibility features based on their suggestions. Can be installed into browser as a sidebar extension and shows live preview of user's hands and detected gestures. Available [here](#).

### Jellyfin Plugin

Created an artwork and metadata scraping plugin, written in C# and JavaScript, for open-source media library manager Jellyfin. Makes use of the Jellyfin API to present a customizable scraper to the user. Available [here](#).

## Skills

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**Languages:** Python, JavaScript, TypeScript, C#, Java, HTML, CSS

**Frameworks/Libraries:** React, Node.js, Lit, Django, Flask

**Development:** Git, SQL, PostgreSQL, Docker, Figma