Aaryaman Sharma

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London, United Kingdom

Education

University College London (UCL)   Sept 2021 – June 2024
BSc Computer Science, First-Class Honours   London, United Kingdom

- Relevant Modules: Systems Engineering, Algorithms, Security, Financial Management
- Dissertation: *"Generating Novel Motions Based on a Single Training Example"*

Experience

Software Engineer Intern   June 2023 – Sept 2023
Expedia Group   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   June 2022 – Sept 2022
Qatar Museums   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

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

Languages: Python, JavaScript, TypeScript, C#, Java, HTML, CSS
Frameworks/Libraries: React, Node.js, Lit, Django, Flask
Development: Git, SQL, PostgreSQL, Docker, Figma