

Aaryamann Sharma

To learn and grow by constantly moving out of my comfort zone and keeping an open mind about everything.

GitHub: <https://github.com/Aaryamann171>

LinkedIn: <https://www.linkedin.com/in/aaryamann-sharma/>

Contact Information

Gurgaon, Haryana, 1220001

+91-8527756273

aaryamann171@gmail.com

EXPERIENCE

Summer-Intern *Mitsubishi Electric, Manesar — IT Department*

June-August 2019

Role: Studied the use of ORACLE ERP in an organization and worked on the front end of various web apps used by the company.

Nano-EPL, NIIT University — *Team leader and Project Manager*

October 2017 - December 2017

Topic: Use of Carbon Nanotubes in the manufacturing of Bullet Proof Vest.

Role: Led a group of 10 members,

Ingenuity Fest, NIIT University — *Public Relations, Operations*

December 2017 - March 2018

Role: Contact various colleges around the country and tell them about the college fest, develop relations with various teams, and handle day to day operations during the 3-day fest.

EDUCATION

NIIT University, Neemrana, Rajasthan — B.Tech CSE **CGPA 7.16**

2017 - 2021

Specialization in Artificial Intelligence, to be completed in 2021.

Relevant Courses taken: Object-Oriented Programming, Artificial Intelligence, Computer Vision, Data Structures, Design and Analysis of Algorithms, Operating Systems, Database Management Systems.

D.A.V. Public School, Sector 14, Gurgaon — 2017

12th standard CBSE, graduated with 82%

D.A.V. Public School, Sector 14, Gurgaon — 2015

10th standard CBSE, obtained 8.4 CGPA

SKILLS

LANGUAGES/Frameworks

- **Programming:**
Python, JAVA, C
- **Web Development:**
HTML5, CSS3,
JavaScript
- **SQL**
- **Flutter**
- **Pandas**
- **Django**

Platforms and Tools

- **Linux**
- **Windows**
- **Git/Github**
- **Google Cloud Platform**
- **AdobeXD**

LANGUAGES AND HOBBIES

- English, Hindi
- Reading Non-Fiction, Philosophy
- Debate and Elocution

PROJECTS AND RESEARCH

UniFy – University Utility App— *Flutter (Dart Framework)*

Design and development of a cross-platform app for students to keep track of classes, mess menu, and important locations within the campus.

Heuristics Approach to Exam Scheduling

Research project under the course NU-302. (pursuing)

Car Game — *Python*

Developed and designed a car racing game using PyGame. The objective of the game is to complete 10 levels with the speed of the car increasing with every level along with an increase in the number of obstacles.

D.Bug— *AngularJS*

A platform where programmers can submit their code for review by other programmers. Programmers can receive feedback on their code as well as recommendations on what they can improve.

Chat Application — *JAVA*

Developed a terminal-based chat application using JAVA. The application makes use of sockets to enable different terminal sessions to interact with each other.

Interpersonal Skills

- Collaborating and working well with others.
- Clear communication
- Open to constructive feedback.

ACHIEVEMENTS AND CO-CURRICULAR ACTIVITIES

Bug Bounty Competition

Reported a serious bug in the university gate-pass system which allowed outsiders access to private information about the students and suggested a suitable fix.

HacktoberFest 2019

Contributed to various open-source projects and completed all the criteria required for the competition.

2wisted Quiz Winner

Bagged the first position in the inter-college Tech fest quiz on 'Technology' amongst 16 teams.