

# Aaryamann Sharma

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## EXPERIENCE

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

June-August 2019

Role: Studied the use of ORACLE ERP in an organisation 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 manufacturing of Bullet Proof Vest.

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

2017 - 2018

Role: Contact various colleges around the country and tell them about the college fest and develop relations with various teams.

### Ingenuity Fest, NIIT University — *Operations*

2017 - 2018

Role: On fest duty. Handled day to day operations during the 3-day fest.

## EDUCATION

### D.A.V. Public School, Sector 14, Gurgaon — *PCM Stream*

12th standard CBSE (2017) scored **82%**

10th standard CBSE (2015) with **8.4 CGPA**

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

2017 - 2021

Bachelor of Technology in Computer Science and Engineering with specialisation 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.

## SKILLS & LANGUAGES/Frameworks

C  
JAVA  
Python  
SQL  
Flutter  
HTML5  
CSS3  
Javascript  
AngularJS  
Pandas  
Django  
SQL Server

## Platforms and Tools

Linux  
Windows  
Google Cloud Platform  
Git  
AdobeXD

## LANGUAGES AND HOBBIES

English, Hindi  
Reading Non-Fiction,  
Philosophy

## PROJECTS AND RESEARCH

### **D.Bug— *AngularJS***

Developed 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.

### **UniFy – an 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**

Researched on the same and presented

### **Car Racing 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.

### **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.

### **Random Quote Android App — *JAVA***

Developed an app using JAVA which shows random quotations.

## Achievements

### **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 criterion required for the competition.

### **2wisted Quiz Winner**

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

## Interpersonal Skills

- Collaboration
- Clear communication
- Respect for team members