

Aditya Sharma

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TECHNICAL SKILLS

- **Programming Languages:** Java, Python, C, C++, C#, HTML, CSS, Tailwind CSS, JavaScript
- **Web Development & Data Management:** React.js, Next.js, Node.js, Spring Boot, Oracle, MongoDB, Microsoft SQL Server
- **Version Control & Tools:** Git, Visual Studio Code, IntelliJ IDEA, Eclipse, PyCharm

TECHNICAL & EXTRA CURRICULAR ACTIVITIES

Password Storage application – Project

Feb 2024 ●

- Engineered a password storage application utilizing Spring Boot, Java, Thymeleaf, and H2 database for secure and efficient data management.
- Leveraged Thymeleaf for dynamic and responsive user interface design, enhancing user experience and usability.
- Utilized in-memory H2 database for lightweight and reliable data storage, facilitating seamless integration and scalability of the application.

Online Shop – Project

Jan 2024 – Feb 2024 ●

- Implemented an online shop platform using Spring Boot, Java, H2 database, HTML, CSS and Git for version control, ensuring streamlined development and collaboration.
- Utilized object-oriented programming techniques to design and manage essential components such as user profiles, product listings, and checkout processes.
- Integrated JSON for efficient local data storage, ensuring seamless retrieval and manipulation of product information and user data.
- Developed an interactive GUI to enhance user experience, facilitating intuitive navigation and smooth interaction with the online shop interface.

Budget Planner – Project

Dec 2023 – Jan 2024 ●

- Developed a budget planner application using HTML, CSS, and JavaScript, focusing on intuitive user interface and functionality.
- Led the project's front-end development, designing and implementing user-friendly features for effective budget management and visualization.
- Successfully created a robust and user-friendly database system, demonstrating proficiency in structuring databases to efficiently manage budget-related data.

Casino Game – Project

Dec 2023 – Jan 2024 ●

- Developed a casino application using Python, focusing on slot machine gameplay.
- Led the project's development, designing and implementing core functionalities for slot machine spinning, betting, and result evaluation.
- Utilized Python's random module for generating randomized outcomes, enhancing the excitement and unpredictability of the game.

GDSC (Google Developer Student Club) – Meet up

December 2023 ●

- Developed a good network of like-minded people.
- Learnt about current market trends and technologies.
- Actively contributed as a volunteer, facilitating smooth coordination and execution of club activities while honing leadership and organizational skills.
- Explored opportunities for real-world application of technical skills through industry partnerships and collaborative projects.

EDUCATION

- **Sheridan College** – *Mississauga, ON* *Sep 2022 – Apr 2026*
Honours Bachelor of Computer Science (Specialization in Cloud Computing): 80.0% GPA
- **CQS** – *Delhi, India* *Sep 2021 – May 2022*
Diploma In Computer Applications: 95.4% GPA