Arindam Sharma

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Experience

Light And Wonder, Sr. Associate Software Engineer | Associate Software Engineer

Nov 2022 - Present

- Contributed to workflow optimization and subsequent development in C++.
- Developed interactive game page using Vanilla JavaScript, Designed to transition between Games (lightweight Bonus Screen).
- Developed **C# Dot.NET framework** Application from ground up, implementing components like **Message Queuing**, **Multi-Threaded Socket Comms**, **DataBase Handlers** with ability to handle **simultaneous message** from multiple applications.
- Developed **Python-based internal tool** with **Custom GUI**, aiming to reduce processing time and errors during analysis.
- Configured **DHCP service** to enable self-configuration upon boot-up, thereby enhancing network efficiency and reliability.
- Major Tech Stack includes : C++/C#/Python/Javascript/ShellScript/Env(Linux).

KLA Tencor, *Software Engineer Intern* | Remote | Certificate

May 2022 - Aug 2022

- Developed a **Python-based Difference Report Generator**, uses **system configuration files** and **RTC client**, allowing quick and easy tracking of configuration changes and associated with respective users.
- Developed a Calibration checker using C# and Windows Registry, ensuring the safety and reliability of system boot up and its
 delicate Components.

IIITDM Kancheepuram, *Teaching Assistance(HTTA)*

Oct 2021 - Mar 2022

- Providing Concepts Insight, Back and Forth Discussion, resulting an Improved Learning Experiences.
- Assisted professors with lectures, labs, and tutorials.

Vassar Labs, *Software Engineer Intern* | Hyderabad | Certificate

May 2021 - Nov 2021

- Developed and maintained API modules using **Java Spring Boot** to enhance system functionality.
- Optimized data extraction algorithms, significantly improving performance and efficiency in loading large datasets.
- Major Tech Stacks includes: Java, Maven, REST API, Spring Boot, Cassandra, MySQL.

Education

Dual Degree (BTech+MTech) in Computer Science and Engineering, Indian Institute of Information

Technology Design and Manufacturing Kancheepuram | Chennai, India

Achievements: 1st Place Chakravyuha (Robotic competition), Samgatha 2018 (College Fest).

Responsibilities: Robotics Club Coordinator | Placement Cell WebDev TeamLead | Placement Coordinator

Courses: | Advance DSA | HPC | HCI | IGC | DL | System of BigData | Computer Networks | Perception | Design Optimization | ML | DBMS

Skills

Programming Python, C/C++, C#, Java, Javascript, Shell Scripting (Bash), DotNet

WebDev HTML, CSS, Javascript, Flask, Django, Angular, Express Js, NodeJs, React.

Hardware Arduino and Modules, Node-MCU, Raspberry-Pi, Bolt-lot

Software Env(Linux), Git, DBMS's (MySQL, SQLite, Cassandra, MongoDB, MariaDB) **Certifications** NPTEL Social Network | NPTEL Programming with Java | NPTEL Python

Projects

Evolution Simulator Mar 2022 - April 2022

Simulator, Final Year Project

- Simulated **Evolution** using **Natural Selection** and a custom **Neural Network** mimicking a living brain.
- Modeled Neural Network as Graphs enabling dynamic neurons without affecting existing weights.
- Built a **2D environment** to visualize individual behavior, decisions, survival, and death.
- Applied Genetic Algorithms with Genomes to simulate realistic replication, mutation, inheritance.
- Incorporated OOP for modular design and evolution features like survival of the fittest.

Ref: github.com/ArindamSharma/evolution-using-selection

Neural Network from Scratch

July 2020 - Dec 2020

IIITDM Kancheepuram

- Built and Trained a simple feedforward Neural Network from the ground up using only NumPy, without relying on high-level ML libraries. Implemented Feed Forward, Back Propagation, and gradient descent manually. Gained a strong foundational understanding of how neural networks learn, adjust weights, and make predictions.
- Used the MNIST dataset for handwritten Digit Classification to test and validate the model.
- Skills: C/C++, Python.

Ref: https://github.com/ArindamSharma/neural-network-1, https://github.com/ArindamSharma/neural-network-0

OpenGL Test Framework July 2020 - Dec 2020

IIITDM Kancheepuram

• Developed a lightweight graphics renderer in **C/C++** using **OpenGL**, capable of rendering fonts, images, and shapes with programmable shaders and buffer management.

Ref: github.com/ArindamSharma/openGl-project-0