Chavi Sharma

289-968-3316 | c36sharm@uwaterloo.ca | Github | Linkedin

TECHNICAL SKILLS

Languages: Python, C++, RobotC, HTML, CSS, JavaScript, React, SQL, PHP
Framworks/Tools: MySQL, VS Code, Three.js
CAD Softwares: AutoCAD, SolidWorks, TinkerCAD, Fusion360

EXPERIENCE

UI/UX Designer
ArtBeat
July 2024 - Present
Remote
- Designed and developed intuitive user interfaces and engaging user experiences for various screens
- Daily collaboration with my team to create wireframes, prototypes, and high-fidelity mockups using Figma
- Worked closely with developers to translate design into functional, responsive web and mobile applications

IT Student Intern
Algoma Central Corporation
Jan 2024 - Present
St. Catharines, ON
- Developed and executed SQL reports using SQL, enhancing data analysis and reporting efficiency
- Gained proficiency in SSRS to support the creation of detailed and accurate reports
- Assisted the IT Helpdesk by handling incoming support calls, troubleshooting and resolving technical issues

Store Associate
Mennonite Central Commitee
Nov 2022 - Jun 2023
St. Catharines, ON
- Worked with Non-Profitable Christian Benefit Thrift Store
- Contributed time and effort to organize and display items, and assist customers
- Handling cash and supporting the overall mission of the organization

Store Front Employee
Tim Hortons
Oct 2022 - Jan 2023
St. Catharines, ON
- Collaborated with the rest of the team to work sincerely and maintain hygiene
- Executed tasks as per manager's and supervisor's directives, constantly earning positive feedback
- Proficiently managed cash transactions

PROJECTS

Portfolio Website | *HTML, CSS, Javascript*
Developed a personal portfolio website showcasing my design and development work. Built using HTML, CSS, and JavaScript, the site includes sections for projects, skills, and contact information. Features a responsive design and a contact form, and was deployed with Vercel for optimal performance.

Weather App | *HTML, CSS, Javascript*
Developed a Weather App that integrates real-time weather data via third-party APIs, offering current conditions and forecasts. Used HTML, CSS, and JS to create a responsive, user-friendly interface. Key features include location-based updates, detailed forecasts, and dynamic visuals for enhanced user engagement.

Pong Ball Launcher Robot | *C++, RobotC, EV3 Lego Robot*   Oct 2023 - Dec 2023
Developed using LEGO EV3, featuring automated ball shooting and rotation. Implemented functions for sensor configuration, countdown music, and ball shooting with motor control. Utilized ultrasonic and gyro sensors for precise ball detection and angle adjustment. The system supports 3 different difficulty modes, with corresponding parameters for motor power and rotation angles. The project showcases integration of mechanical design and automation, enhancing user interaction with adjustable settings and real-time feedback.

EDUCATION

University of Waterloo
BASc in Mechatronics Engineering
Waterloo, ON
Sept – Present
- President's Scholarship of Distinction