

Harivansh Sharma

Delhi, 78271 81849, harivanshwork@gmail.com

LINKS

[linkedin](#), [Personal Portfolio](#), [GitHub](#)

SKILLS

Java, HTML, CSS, JavaScript, Android, Mendix, Software Project Management, Data Visualization, Python, VBA (Visual Basic Applications)

EXPERIENCE

Feb 2024 — May 2024

Software Development Intern, Siemens Ltd

- Worked on development of two web applications (Request Access Application and Project Configuration Search) using Mendix from scratch.
- COMOS Functionality Development.
- Wrote scripts for Excel VBA. (VBscript)

May 2023 — Jul 2023

Software Development Intern, Acezd Consultancy Services Pvt Ltd

Worked on an e-commerce website. Being in a team I developed.

- The cart functionality of adding and deleting items.
- I created a contact us form through which users can interact with the platform owners (this functionality was added on customer's demand).

EDUCATION

2024

BTech in Information Technology, Amity University

7.73 CGPA

2020

Higher Secondary (XII), Delhi Police Public School

80%

2018

Secondary(X), Delhi Police Public School

83.2%

PROJECTS AND OPENSOURCE

Live IPL Updates Google Chrome Extension

- I developed a browser extension using HTML, CSS, JavaScript, and API integration that provides real-time match data. This extension allows users to view live details and scores of ongoing matches without needing to open additional websites, enabling them to stay updated while multitasking. The project involved integrating external APIs to fetch live match data and designing an intuitive and user-friendly interface to display the information seamlessly.

Bubble Smash-A Bubble Hitting Game

- I developed an interactive browser-based game using HTML, CSS, and JavaScript, leveraging the concept of event bubbling to optimize performance and enhance the user experience. The game challenges users to pop bubbles containing numbers that match the displayed "HIT" box within a 60-second time limit. Each successful hit rewards the player with 10 points. I implemented a dynamic scoring system and utilized event bubbling to efficiently manage user interactions, ensuring smooth and responsive gameplay.
You can try it here-[Game's Link](#)

PETO-An animal welfare Android Application Frontend Development

- I used XML, Android Studio in creating frontend of the animal welfare crowdsourcing application in which people come together to help animals in need.

Hacktober Fest 2022

- I have completed 6 PR's and successfully contributed to open source.

CERTIFICATIONS

- Frontend Development-HTML by Great Learning
- Data Analytics with Python by NPTEL
- CCNAv7:Introduction to Networks by CISCO
- CCNAv7:Essentials of Wireless Routing and Switching
- Introduction to Cybersecurity by CISCO