

## Kusha Sharma

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### Software Engineer

As a student at Arizona State University studying Software Engineering, I have developed a solid foundation in Python, Java, and C programming. I have studied computer science, software design, operating systems, enterprise systems, and project management among other topics. My ability to solve problems has improved as a result of this extensive education, and I now have the flexibility to quickly adopt new technology.

### Education

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#### Arizona State University at Tempe, AZ - Software Engineering

**Scholarship:** I was awarded a full scholarship from Uber in recognition of completing over 5000 deliveries, demonstrating my commitment and dedication to excellence in service. This achievement highlights my work ethic and supports my continued academic pursuits in software engineering at Arizona State University.

#### Courses:

Operating System and System Programming  
Comp. Org. and Assembly Lang. Programming  
Web-Based Applications  
Engineering Secure Software Systems

Design Analysis of Data Structures  
Principle of Database Management  
Software Enterprise  
Entrepreneur & Value Creation  
Digital Design and Fundamentals

### Skills

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**Programming Languages:** Java, Python, and C/C++, JavaScript

**Operating System:** Linux Windows, and MacOS

**Tools:** IntelliJ, Eclipse, Github, CLion, Astah, Logisim, Wireshark, MySQL Workbench, MyAIBuilder, Flask, and Angular

**Cloud Environments:** AWS, Azure, Google Cloud Platform

### Academic Experience/Projects

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**Bike racing registration system:** I evolved a UML-modeled bike racing registration system. This system facilitates the organization of multi-stage events, such as road races and time trials, by managing racer registrations, profiles, and results. It supports skill-based registration from beginners to experts and includes features like participant reviews, and organizer controls for participant limits and deadlines, ensuring efficient race management and progression.

**Skills:** Java · Astah · Slack · SQLite (Mar 2024 - Apr 2024)

**Several GUI Server Client Games:** I engaged in projects centered around GUI server-client games, enhancing my understanding of upper-layer network protocols and analyzing traffic behaviors in various client/server setups. I honed my skills in socket programming, including creating custom TCP protocols on an AWS instance, and explored advanced concepts like multithreading and efficient data serialization in network communications.

**Skills:** Java · GitHub · Amazon Web Services (AWS) (February 2024 - April 2024)

**Gym Scheduling:** I developed a gym scheduling system to streamline appointment bookings and manage interactions among different user roles such as administrators, trainers, and customers. This system, designed for gym owners, supports seamless scheduling of both public and private classes while preventing conflicts. It also improves user experience by enabling members to store and access personal notes within the application.

**Skills:** Java · GitHub · Taiga · Slack · MySQL (January 2024 - February 2024)

**AI-powered French Learning App:** I developed a web app for students to practice vocabulary and grammar using AI tools and other LLMs. The interaction mimics a chatbot that provides feedback and asks questions based on the Cengage MindTap ebook for Arizona State University French 101 and 102. It integrated OpenAI APIs to provide personalized questions and feedback, enhancing the learning experience.

**Skills:** Flask(backend) · Angular(frontend) · OpenAI · MySQL · Python (September 2024 - May 2025)