# Vibhor Sharma

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# SUMMARY

AI-focused Computer Science graduate with 4 years of professional experience in software development and research, including hands-on contributions to AI/ML projects and cloud-integrated solutions. Adept in collaborating with cross-functional teams, optimizing systems for performance, and driving innovation through prototyping and experimentation.

# TECHNICAL PROFICIENCY

Skills: Java, Python, PyTorch, TensorFlow, C/C++, Kotlin, SQL, Data Structures, Algorithm design, APIs, App Development, Code Architecture, Code Review

**Developer Tools**: Git, Docker, CI/CD, GitHub Copilot, Jira, Jenkins, Android Studio, VS Code, OpenAI, Linux Certifications: Hugging Face AI Agent Course, AWS Developer Associate(ongoing)

#### EXPERIENCE

# Research Assistant | University of Bonn

Feb 2024 – June 2025

- Co-designed the VCI's capture stage structure and fabricated custom parts using laser cutting for assembly.
- Optimized the image capture pipeline with CUDA kernels, boosting frame processing for real-time performance.
- Developed and trained a segmentation model used for 3D reconstruction tasks, improving reconstruction accuracy and efficiency.
- Integrated camera systems, hardware and software modules to enhance the stage's performance for 3D reconstruction tasks.

#### Software Developer | Samsung Research Institute, India

July 2019 – Feb 2022

- Led end-to-end development of the Reminder and Calendar mobile applications, improving user experience and ensuring seamless functionality.
- Assumed leadership of Reminder Widget & Edge Modules at Samsung HQ, Korea, delivering enhancements like category selection and UI improvements.
- Implemented unit tests, resulting in a 20% reduction in post-release bugs and increasing reliability.
- Collaborated on integrating cloud-based backup and synchronization features, ensuring seamless cross-device accessibility and reliability for users.

#### Intern | Samsung Research Institute, India

Jan 2019 - May 2019

- Developed a wearable system using ultrasonic sensors to recognize hand gestures and convert them into audible keywords, addressing communication challenges for speech-impaired users.
- $\bullet$  Designed and trained a gesture recognition model, achieving 95% accuracy in detecting essential hand movements.
- Enabled real-time translation of gestures into speech, significantly improving accessibility and user independence.

#### Projects

#### Master's Thesis | Python, PyTorch, Blender

Oct 2024 – Apr 2025

- Developed a 3D hair reconstruction model based on <u>MonoHair</u>, targeting improved efficiency and reduced dependence on multi-view input.
- Created a custom synthetic dataset in Blender to simulate <u>VCI's capture stage</u> setup, ensuring real-world compatibility during training and testing.
- Applied Ml techniques and integrated methods from recent research papers to enhance the reconstruction pipeline, and also achieved 40% faster runtimes.

# UniSport DB | SQL, Oracle Database

Jan 2018 – June 2018

- Designed and built an Oracle SQL database to manage university sports teams and events, addressing the need for organized and accessible scheduling information.
- Developed SQL queries and integrated them with a web interface to allow users to view upcoming events and check team openings in real time.

#### Achivements and Interests

• Chess: 2300 rated DWZ player; won several tournaments and captained state teams | 2010-24