**Siddharth Sharma**



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 **Work Authorisation:** UK and India

# WORK EXPERIENCE

**The Honest Company.**     **Jan 2024 - Present**

* Developed a plant disease detection **Data Mining-Machine Learning** project with **95-98% accuracy** using **Python** and **FastAPI**.
* Engineered **database architecture**, and APIs, contributing to securing seed funding for a startup.

**SRKMG Pvt. Ltd.**     **Sept 2019 - June 2021**

* Led **digitization of company records**, improving data retrieval efficiency by 20%, while streamlining workflows for better project management.

**IRT Digital Analytics Solutions Pvt. Ltd.**      **July 2018 – Aug 2019**

* Lead **Support and development** for East-West Seeds overseeing order tracking and inventory management systems.
* Upgrade from **Classic to Lightning** as a lone Salesforce developer to optimise **UI/UX** and achieve a **15%** improvement in productivity. Improved client order tracking solutions with complete support for **Apex, Visualforce, and Lightning**.
* Created **prototypes** for "Zomato, India" and "Bira, India," which aided in gaining their business.

**Appiro, Wipro Technologies**        **June 2017 – July 2017**

* Developed a recruitment web application using Salesforce, connecting job seekers with recruiters and gaining hands-on experience in **full-stack development**.

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# EDUCATION

**Heriot-Watt University**  **2022- 2023**

*MSc in Artificial Intelligence (2:1) Edinburgh, UK*

**Key Learnings:** Gained proficiency in **genetic algorithms, behaviour-based and evolutionary robotics, multi-layered Artificial Neural Networks, and conversational agent design**.

**Narsee Monjee Institute of Management Studies**

**(SVKM-NMIMS), MPSTME 2014- 2018**

*BTech. Computer Engineering (2:1) Mumbai, India* **Key Learnings:** Developed foundational knowledge in **AI, data structures algorithm design, computer architecture, software engineering, and object-oriented programming**.

# TECHNICAL SKILLS

**Programming Languages:** Python, C, C++, Java, C#, .NET, SQL, NoSQL, Apex, Visualforce, Lightning, JavaScript, HTML, CSS, XML.

**Platforms, Tools, and Software:** Salesforce, Unity3D, Unreal Engine, Android Studio, Visual Studio, MongoDB, MySQL, Linux, Windows, VS Code, MATLAB, MS Office Suite, Google Sheets.

**Methodologies:** Machine Learning, Deep Learning, Computer Vision, OpenCV, GANs, Genetic Algorithms, Neural Networks, Robotics, Game Programming and Design, OOPs, Software Engineering, Data Structures and Algorithms Design.

# PROJECTS

**Arion Bright - Conversational Agent, Heriot-Watt University** **May 2023 – Aug 2023**

* Developed a **chatbot** named Arion Bright, designed by **Prompt Engineering**, to serve as an **expert conversational agent** for **The Elder Scrolls V: Skyrim**.
* Enabled users to engage in **meaningful conversations** with the chatbot using **voice** and **text**.
* Implemented **two distinct personalities** within the chatbot for enhanced user interaction and engagement.

**Breast Cancer Detection Model, Heriot-Watt University**   **Sept 2022 - Dec 2022**

* Implemented a configurable **multi-layer** **Artificial Neural Network** **architecture** from scratch using the Python libraries **numpy** and **tensorflow**.
* Trained the model on the UCI Breast Cancer dataset and investigated the impact of hyperparameters on binary classification. The **hyperparameters** investigated were **Number of hidden layers, Number of neurons per hidden layer, and Learning rate**.

**Cozmo Robot Demo, Heriot-Watt University**   **Sept 2022 - Dec 2022**

* Implemented external APIs (**OpenCV** and **Google Mediapipe**) for the Cozmo robot. This allowed the robot to **see and track objects**, which was necessary for the memory game.
* Designed a **memory game for cognitive improvement in the elderly**, with results sent to the carer/doctor. The game was designed to be engaging and challenging, while also providing a valuable tool for tracking cognitive decline.
* Conducted an **evaluation study** to test the project's feasibility. The evaluation study showed that the game was effective in **improving cognitive function in the elderly**.