

# Umang Sharma

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## EDUCATION

### Purdue University

BS in Computer Science, GPA: 3.28

West Lafayette, IN

Graduation Date: December 2023

- Concentration in Software Engineering | Minors in English and Math
- Coursework: Data Structures & Algorithms, Database Management, Algorithm Analysis, Operating Systems, Software Eng. I, Object-Oriented Programming, Software Testing, Intro to Graphics, Compilers

## SKILLS

- **Skills:** Java, C, C++, Javascript, Python, HTML, CSS, SQL, Rust, Bash, Neo4j, R, Scala, XINU, MongoDB, Scrum
- **Technologies:** React.JS, sqlite, MySQL, gdb, Git, LaTeX, Unity, Firebase, JUnit, OpenGL, Angular, ffmpeg, Rstudio
- **Pursuing:** AWS, .NET

## WORK EXPERIENCE

### Now.GG

Engineering Intern

Gurgaon, India

June 2023 – August 2023

- Designed a in-browser video editor for now.gg cloud gaming platform, which will allow users to edit recorded gameplay to make social media posts like TikToks, Reels, Shorts, etc.
- Programmed features like video trimming, clipping, cropping, and encoding using Typescript, React.JS and ffmpeg
- Created an intuitive and clean UI for the editor using React.JS

### Boyce Systems

Software Engineer Intern

Daleville, IN

May 2022 – August 2022

- Designed 2 new SQL scripts for report data management and respective UI templates using Active Designer and C++
- Updated existing SQL stored procedures and interfaces for improved usability by adding new computations and consolidating similar ones into the same report
- Implemented 45 bug fixes in SQL and Javascript as part of CI/CD pipeline to improve readability and data flow

### Knowt

Software Engineering Intern

New York City, NY

May 2021 – August 2021

- Improved user usability in the Knowt web-app by 5% by adding feedback tooltips in interactive quiz features with React
- Created content-request flagging for new notes in the app, providing actionable metrics on which textbooks should be prioritized for KnowtTakers in Javascript
- Introduced bug fixes in collaboration with the QA team to improve frontend resilience by 12%

## PROJECTS

### GQL

<https://github.com/GQL-Project>

August 2022 – December 2022

- Created, with a team of six, a relational database system with integrated version control using Rust and gRPC that enabled simultaneous file system operations over network with improved data security, reliability and data recovery
- Implemented VCS and table commands like branch switching, revert, discard changes, Update, Alter & Create Table
- Designed drop-down menus for VC and Table command buttons in the GUI client using React and Javascript
- Integrated 30 unit-tests into our automated testing suite to ensure functionality of commands, written in Rust

### Shell Project

<https://github.com/umangsharma24/Shell-Project>

March 2021 – May 2021

- Built, individually, a bash-equivalent shell program using Yacc, Lex and C
- Implemented custom commands like printing character art and transforming the color of the text within the shell

### VirtuCards

<https://github.com/VirtuCard/VirtuCard>

January 2021 – May 2021

- Constructed with a team of six, a multiplayer card game platform using Unity Game Engine for PC and Android
- Developed the server-client connection to enable gameplay over Wi-Fi networks; developed the card deck, developed a user avatar feature (preset & custom), data backup in Google Firebase, and added sound effects
- Designed and implemented unit testing for above features to improve overall system reliability by 16%

## EXTRACURRICULARS

### Hello World Purdue, IN – Member & Design Team Lead

March 2020 – March 2022

- Illustrated promotional flyers, stickers, face masks, T-shirts and logos; designed website frontend for Hello World hackathons 2020-2022 for 300 participants. Led a team of 4 students for the same in 2022

### Launchpad Purdue, IN – Mentor

September 2021 – December 2022

- Mentored 2 freshmen in developing personal projects over the course of their first semester. Projects were built in Unity, React.JS and Google Firebase using Git as the VCS. Held regular check-in sessions for learning and doubt-clearing