

VISHESH SHARMA

Santa Clara, CA 95050

Ph: +1 (669) 225-5695

Email: visheshsharma51@gmail.com

GitHub: <https://github.com/Vishesh51>

LinkedIn: <https://www.linkedin.com/in/vishesh-sharma51/>

EDUCATION

Santa Clara University

Master's in Computer Science and Engineering

Fall '18 – Summer '20 (Expected)

Thadomal Shahani Engineering College

B.E. in Information Technology

July '14 – July '18

TECHNICAL SKILLS

- **Tools & Languages:** Java, Python, Cpp, Android Studio, SQL, HTML, Javascript, CSS, PHP, Octave/ Matlab.
- **Databases:** Firebase, MySQL, Oracle Database.

CERTIFICATIONS

- **Machine Learning Course (Stanford University):** Completed an ML course by Andrew Ng on Coursera.
- **Codechef Certified Data Structures and Algorithms Programme Foundation Exam:** Passed coding exam.

WORK EXPERIENCE

CDRI (Central Drug Research Institute)

Data Scientist, Dec 2017 - May 2018

- Performed collection of the data on the art galleries via Web Parsing and cleaned the data by eliminating the missing values and updating values which were in incorrect format with the help of Python.
- Performed visualization techniques on the data by plotting it on the bar graphs and creating box plots of the data
- Sent the report after comparing the average values and forming a correlation between.

PROJECTS

Android Application Development:

Course/ Group Project (Tools used: **Android Studio, Java, Firebase**)

Jan '19 – Ongoing

- Developed a snapchat like application where instead of photo users can share different songs with its followers.
- Listed the songs from the SD card, and extracted the title name, artist name along with the snippet of the song using 'Ffmpeg' library which the user can post by clicking on the share button, and where the user can also listen to the different songs of his/her friends. Interface developed with the help of 'fragments'
- Developed using Android Studio with the help of Java at the backend and used Firebase for authentication and for storing the user information and the song snippets, along with the user's list of friends and followers.

Performed Face Recognition using PCA (Principal Component Analysis):

Course/ Independent Project (Tools used: **Matlab**)

Jan '19 - Ongoing

- Randomly selected two different images of a class which will be used for face recognition and error calculation by adding 'salt and pepper' noise patches on different part of the images, to determine the error percentage.
- Computed the 'eigenvalues' and 'eigenfaces' of the images and normalized the eigenvectors by subtracting the sample mean from the column matrix, so that the training samples are zero-centered, then performed L1 norm minimization on the matrix.
- Printed the recognized image and plotted a graph of average error v/s Number of principal components per class which was done by calculating the error percentage when using different number of L1 principal components.

Developed an E-Commerce Website:

Course/ Independent Project (Tools used: **HTML, CSS, Javascript, PHP, SQL**)

Nov '16 – Feb '16

- Maintained a database of various items and created a user interactive website experience with different functionalities such as adding item to cart, checking the price of a product etc.
- Developed test scripts and executed functional tests across a variety of environments
- Maintained a sql database where user details are stored along with the user activities which are regularly updated.

Developed a Twitter REST API to retrieve the friends and followers of a user:

Internship Project (Tools used: **Python, Tweepy library, JSON**)

July '17 – July '17

- Created a developer twitter application to generate the consumer_key, consumer_secret, access_token and access_key. Gained authentication to access the database by validating the access keys using OAuth package.
- Successfully generated a list of friends and followers of a given user.

Developed a Computer Graphics Project using C++:

Course Project (Tools used: **C++, Turbo C++**)

Feb '16 – April '16

- Created a computer graphics animation with the help of C++, using 'graphics.h' library. Here, different functions like fractals, bezier, bresenham and midpoint functions were implemented to depict different types of animations.
- An animated movie using the above functions was successfully run in 'Turbo C++'.

ACHIEVEMENTS

Came 2nd at a college competition (TSC22017): Came 2nd in a college competition held on CodeChef.