Vishesh Sharma

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SKILLS

Technical Skills

- Programming Languages: Python, C, C++, JavaScript
 Web Technologies: HTML, CSS, ReactJS, NodeJS, NextJS
- **Backend Technologies**: Express.js, Django
- Databases: SQL, MySQL, PostgreSQL, MongoDB
- Development Tools: GitHub, Jira
 Testing: Jest, Unit & E2E Testing

Soft Skills

- Critical Thinking: Strong ability to think critically for effective problem-solving.
- **Communication**: Excellent verbal and written communication skills for team collaboration and client interactions.
- Adaptability: Quick adaptability to new technologies and project requirements.
- **Teamwork**: Proven ability to work collaboratively in diverse teams.
- **Time Management**: Effective time management skills for meeting project deadlines.
- Leadership: Leadership qualities demonstrated through project coordination and mentorship.
- Conflict Resolution: Proficient in conflict resolution and maintaining a positive team atmosphere.

EDUCATION

Honors Bachelor of technology - Software Development

Seneca College of Applied Arts and Technology

Sept 2021 - Present

Toronto, ON

TECHNICAL PROJECTS

Metropolitan-Museum-of-Art

Independently developed a robust Web API using Express and Node.js, facilitating efficient data management and enhancing the museum's online presence. Utilized Next.js for the front end and integrated a MongoDB database to create a modern, responsive website that improved user engagement and provided a dynamic online experience for museum visitors.

GitHub Link: https://github.com/Vsharmaaa/MuseumWebsite

Ticket Kart

The vision for TicketKart is to provide a reliable, efficient, and user-friendly platform for concert promoters and customers, enabling them to seamlessly manage events, sell and purchase tickets, and select preferred seats. Comprehensive solution includes the ability to add venue information, making TicketKart the go-to platform for all concert-related needs. My goal is to make TicketKart the most trusted and preferred ticket sales system in the market.

GitHub Link: https://github.com/Vsharmaaa/TicketKart

The Maze Game

Leveraging Unreal Engine 5, "Maze Game" is a dynamic, visually engaging puzzle labyrinth with a responsive user interface, designed for a seamless experience across different devices. The game is built with modular components and individual assets, featuring key elements like strategic portal use, and a lock-and-key mechanism for unlocking new areas. It integrates on-screen health and armor display with progress bars, enhancing player immersion. Additionally, the game includes damage-over-time zones, adding a layer of challenge. Prioritizing performance, "Maze Game" uses Unreal Engine's scripting tools and advanced AI for a personalized, engaging player journey. The project upholds a clean, efficient codebase, meeting industry standards for readability and maintainability.

GitHub Link: https://github.com/Vsharmaaa/mazeGame

Portfolio

Leveraged Reacts component-based architecture to develop a dynamic, responsive UI for a portfolio website, ensuring seamless user experience across various devices. Employed React.js best practices for creating modular, reusable components, coupled with individual CSS files for effective style management. Enhanced the application's performance and intuitiveness using React Hooks and crafted a personalized user journey with interactive elements like Download Link and Contact Me. Maintained a clean, efficient codebase, adhering to industry standards for readability and maintainability.

GitHub Link: https://github.com/Vsharmaaa/Portfolio

Vercel Link: https://portfolio-one-psi-97.vercel.app/

Work Experience

- **Junior Store Manager** Benza Sports, Missisauga, Ontario
- Tim Hortons (Baker) Toronto, Ontario

November 2021 – November 2022

February 2023 - June 2023