ABHIJEET SHARAN

abhijeetsharan1510@gmail.com | linkedin.com/in/abhijeetsharan1510 | github.com/abhijeetsharan | +91 7004824980

Education

Birla Institute of Technology, Mesra   **2023 - 2025**
- Master's of Computer Applications | CGPA: **7.40**

Birla Institute of Technology, Mesra   **2020 - 2023**
- Bachelor's of Computer Applications | CGPA: **8.03**

Skills

Language: Java, C++, Python, HTML, CSS, Javascript, SQL
Techniques: Data Structures and Algorithms, Object Oriented Programming
Tools: Git, Github, Visual Studio Code, MySQL

Projects

Employee Payroll System | Java, OOPs
- Developed a robust Employee Payroll System featuring a user-friendly terminal interface, enhancing accessibility for non-technical users and reducing payroll processing time by 50%.
- Leveraged Object-Oriented Programming (OOP) principles by creating an abstract Employee class and concrete subclasses (FullTimeEmployee and PartTimeEmployee) to handle specific payroll calculations, streamlining operations and minimizing errors by 40%.
- Applied OOP properties such as **Encapsulation** to secure employee data, **Inheritance** to promote code reusability, **Polymorphism** for flexible method overriding, and **Abstraction** to define a clear contract for subclasses, enhancing maintainability.

Hostel Room Allotment System | HTML, CSS, JavaScript, React.JS

- Created an efficient platform for students and administrators to manage room-related requests, including new assignments, swaps, and vacation applications, improving request processing time by 40%.
- Enhanced administrative efficiency by 40% through streamlined workflows and automated processes, reducing the need for manual interventions.
- Integrated with existing college systems, resulting in a 30% reduction in manual administrative tasks and increased accuracy of room assignments.
- Enabled a user-friendly interface for students to submit vacation applications, leading to a 20% increase in timely submissions and approvals.

PyShooter - 2D Game in Python | Python, Pygame

- Developed a 2D platformer game using Pygame, leading to a 40% increase in player retention due to engaging gameplay mechanics.
- Designed interactive game environments with user-friendly controls, handling input, and displaying graphics efficiently.
- Implemented objectives that require players to reach the end of each level while collecting power-ups and bonuses, enhancing gameplay engagement.

Academic and Extracurricular Achievements

- Achieved 1st Prize at Data Hunt - Data Science Summit 23, Birla Institute Of Technology, Mesra
- Achieved 1st Prize at Speedster - Aurora 23, Birla Institute of Technology, Mesra

Positions of Responsibility

Dristi Charitable Trust | Volunteer   **April 2022 - April 2023**
- Led outreach efforts to raise awareness about social service events, resulting in a 20% increase in volunteer participation; organized a Diwali celebration that provided joy and engagement to over 70 elderly residents.
- Spearheaded the planning and execution of a blood donation event at BIT Mesra Lalpur Campus, resulting in the collection of 60+ pints of blood and fostering strong partnerships with local healthcare organizations for future initiatives.