

ADWITY SHARMA
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Education

Bachelor of Software Engineering

Completed

McMaster University, Hamilton, ON

Relevant Coursework Completed: Algorithm and data structure, Principles of Programming Java, Concurrency and state models, Software testing.

Academic projects:

Six Men Morris: (4-month project)

- Developed a six men Morris game using JFrame in Java in a team of three members.

Ping Pong game: (4-month project)

- Redeveloped a classic ping pong game.
- Was rewarded an A grade for the innovative twists such as various speed levels and a new game with one extra ball mode, where the user had to avoid hitting one of the balls.

Alfred Automated: (8-month project)

- Developed a drink delivery robot for final year capstone project that received instructions from a website to navigate within an office layout and deliver drinks.
- Successfully created a communication system between the computer and the robot to send location details and receive navigation instructions using a Bluetooth module.

Technical skills and Programming Languages

Java, Python, HTML, CSS, SQL, JavaScript, AutoCAD and Application design.

Work Experience

May 2017 – April 2017

RGIS Inventory Services

- Auditing goods for various companies.
- Enhanced interpersonal and communication skills by working in groups of 5-20 people.

Volunteer Work

Volunteer peer tutor at high school

2011 -2014

- Teaching peers Mathematics and science (For grade 10 and 11).
- Helped tutees increase their percentage up to 12%.

Extra curricular activities

- Winner of Climate Change Challenge held at York University (2017).
 - Worked in a group of 5 people to process large weather related data to determine weather patterns and changes in climate.
 - Created a user-friendly interface to process requests to view data for specific periods.
- Part of Phase One hackathon (2016 and 2018).
- Part of McMaster guitar club (2017).

REFERENCES AVAILABLE UPON REQUEST