ANIKAIT SHARMA

732-618-7828
anikait627@tamu.edu
Github: anikait627
linkedin.com/in/anikait

Computer Skills

Python
C++
C
HTML/CSS
JS
Node.js
Git
Linux
Figma
Microsoft Office

Honors and Organizations

IEEE
Aggie Coding Club
EMP
Engineering Honors
Dean's Honor Roll
TAMU Rock Climbing

Relevant Courses

Data Structures
Linear Algebra
Discrete Mathematics
Vector Calculus

Languages

English
Hindi

Hobbies

Rock Climbing
Tennis
Hiking
Cooking
Traveling

Education

Texas A&M University — Bachelor of Science - May 2022
Major: Computer Science || Applied Mathematics

GPA: 3.86 || Engineering Honors Program

Experience

Software Engineering Intern ~ Bungee Tech — May 2019 - Aug 2019

- Developed web-crawling scripts to scrape data such as price, customer review, product title, brand, and more - using puppeteer in Node.js
- Set up linux servers using centOS to rotate thousands of IP addresses globally for web-crawling scripts
- Designed parts of the company webpage using Figma as a design tool
- Constructed parts of the company webpage using js/html/css
- Analyzed data scraped (price, customer review, product title, brand, etc.) to mark which scripts were missing queries using Kibana

Project Manager ~ NASA L'SPACE Virtual Academy — Jan 2019 - May 2019

- Collaborated with a geographically distributed team of 9 students in receiving mission development and project management skills
- Supervised the development of the mission formulation by coordinating project activities, documenting design evolution, monitoring project progression, and scheduling meetings
- Collaborated with the engineering team on the selection, design, and verification of a mechanical descent by reviewing system functional requirements and developing simulation models
- Scripted models, charts, and simulations of the possible flight plan for the Lucy rovers using python
- Wrote and presented a preliminary design report based on the models and research developed for the Lucy Space Mission

UI Team Researcher ~ Aggie Challenge SpaceCRAFT — Jan 2019 - May 2019

- Created a virtual reality tool for large-scale engineering system design, integration, and collaboration
- Designed and built a software platform for real-time collaborative systems engineering and scenario-based Virtual Reality simulation using UE4
- Integrated a translucent mini map depicting rover position and waypoint markers

Extracurricular Activities

Engineering Mentor ~ Engineering Mentorship Program — Aug 2018 - Present

- Facilitate the academic and professional development of first-year College of Engineering students
- Organize weekly meetings that are designed to make students feel confident and goal-oriented within their engineering discipline