

# Shreyaa Sharma

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## EXPERIENCE

### PUBLIC LAB | OUTREACHY INTERN

May 2020 – Aug 2020

- Worked on revamping and relaunching many portions of the Public Lab website, and in particular, the WYSIWYG editor.
- Improved ease of contribution, maintenance and scalability.
- Coordinated the succeeding release of Editor and compiled the release notes.

## PROJECTS

### IKAI 🌐 | FILE SCANNING, EDITING AND SHARING APP

React Native, Django

- A cross platform Mobile Application developed for HAB59 Hackthon that bagged first prize in Office Productivity category.
- Ikai can scan, edit multimedia, share in both online and offline mode and has the chat feature to facilitate smooth remote collaboration.
- Implemented offline file sharing using TCP and rn-fetch-blob.

### PINGER | STATUS-PAGE

GoLang

- Pinger is an implementation of status-page written in Go.
- Developed the alert system to send notifications on slack, discord and mail when status of a test changes.

### KIWI 🌐 | KEY-VALUE STORE

GoLang

- Kiwi is a minimalistic in-memory key-value store written in Go.
- Implemented function to add JSON support for storing the values in JSON format and using them in GoLang format from a stored file.

### RASSASY 🌐 | CANTEEN PRE-ORDERING SYSTEM

HTML, Javascript, CSS, PHP, MySQL

- Spearheaded the development of a pre-ordering system in campus canteens for Winter of Code 2019.
- Students order in advance and the canteen manager updates their order statuses. The order and order status are dynamically rendered.

### CEREBRO | MACHINE LEARNING COMPETITIONS PLATFORM

React

- Cerebro is a platform for predictive modeling and analytics competitions for the campus.
- Implemented lazy loading in the website using ReactJS.

### KILL-ZEE 🌐 | 2D REPAIR GAME

Lua, Love2D

- A light-weight 2D game written in Lua developed for Global Game Jam 2020.
- The player saves the tower from zombies while giving the tower the time to repair itself.
- My work mainly focused on: Restricting the player's accessible boundaries, creating main menu of the game, and adding image to the player sprite.

## EDUCATION

### IIT ROORKEE

BACHELOR OF TECHNOLOGY IN CIVIL ENGINEERING

Expected May 2023 | Roorkee, India

CGPA: 9.185 / 10.0

### ST. THOMAS SCHOOL

INTERMEDIATE

May 2019 | Ghaziabad, India

Percentage: 95.6

### ST. THOMAS SCHOOL

HIGH SCHOOL

May 2017 | Ghaziabad, India

CGPA: 10.0 / 10.0

## SKILLS

### PROGRAMMING

Python • C/C++ • GoLang  
React • React Native • Lua  
PHP • JavaScript • Java  
HTML • CSS • Bootstrap

### TECHNOLOGY

Git/Github • AWS • Linux  
UNIX • Windows  
Google Firebase • ARcore

## ACHIEVEMENTS

HAB59 Hackathon | Aug 2020

Won first prize in Office Productivity category with mobile app, ikai.

Codeforces | 🧑 cypherean

Max rating 1447

Codechef | 🧑 shreyaa\_s

Max rating 1739

## SOCIETIES

Software Development Section

Jan 2020- Present

Programming and Algorithms Group

Jan 2020- Sept 2020

## CERTIFICATIONS

Blockchain Basics | Coursera

Introduction to Augmented Reality and

ARCore | Coursera

Getting started with Python | Coursera