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