Dhruv Sharma

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES - UCLA
Henry Samueli School of Engineering and Applied Science
Computer Science
2018 – 2022 | Los Angeles, CA
GPA: 3.5
Completed Courses:
- Operating Systems
- Computer Architecture & Algorithms
- Software Construction

Current Courses:
- Programming Languages
- Machine Learning (Stanford University, Online)

GEMS MODERN ACADEMY
High School
2014 – 2018 | Dubai, UAE
ISC: 94% • ICSE: 96%
Honors:
- KS Varkey Scholarship 2016 - 2018
- World Topper in Computer Science ICSE (2016) & ISC (2018)

PROJECTS & ACTIVITIES

- Developed an Arduino library that provides tools to create a completely customizable dashboard display for vehicles.

- Currently developing a very basic Operating System to explore how an OS is built from scratch. I plan on learning from this and contributing to open source OS projects like the Linux kernel.

- Active investing and trading.

- Completely self taught full stack web developer.

Check out my projects on my GitHub page (github.com/dhruvsharma78)

SKILLS

LANGUAGES   C • C++ • Python • Java • JavaScript HTML • CSS • OCaml • Scheme • Prolog
FRAMEWORKS   NodeJS • React • Express • Sass
OTHERS   Microsoft Excel (Microsoft Certified Specialist) • SolidWorks • Adobe XD • Adobe Photoshop

EXPERIENCE

AMAZON
INCOMING SOFTWARE ENGINEERING INTERN
July 2020 - September 2020 | Seattle, WA

UCLA DEVX
INTERNAL VICE PRESIDENT
May 2020 - Present | Los Angeles, CA

BCHAT | UCLA DEVX
ENGINEERING MANAGER
May 2020 - Present | Los Angeles, CA
- Developing bchat, a chat app for college campuses that allows students to find group chats for their classes.

DRUG DECIDER | UCLA DEVX
FULL STACK ENGINEER
October 2019 – April 2020 | Los Angeles, CA
- Developed DrugDecider (in partnership with the UCLA David Geffen School of Medicine), a health app that uses machine learning to predict a patient's treatment response to antipsychotic drugs.

UCLA IT SERVICES
IT CONSULTANT
September 2019 – Present | Los Angeles, CA
- Provide primary support for clients at Bruin Online (BOL)

BLUE DOME TECHNOLOGIES
SOFTWARE ENGINEERING INTERN
July 2019 – September 2019 | San Francisco, CA
- Successfully researched and implemented methods to allow for accurate and fast text detection and recognition on images, dealing with issues like shadows, light, reflections, color, perspectives. Also added object tracking to supplement existing ML object detection models.
- Researched and implemented a service, from scratch, to stream video files to a server and process the video (using ML model) on the fly, thereby improving customer experience and wait times.

BRUIN RACING
FSAE ELECTRONICS & DATA ACQUISITION TEAM
2018 – 2019 | Los Angeles, CA

ESRI
SOFTWARE ENGINEERING INTERN
August 2016 & July 2017 | UAE