

# DIVIT SHARMA

1B Computer Science | ID: 20669888

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## SKILLS SUMMARY

- // Experience writing applications and modular programs acquired through course-work and personal projects
- // Fluent in Windows Development using Visual Studio
- // Strong leadership and co-operative skills demonstrated by achievements in leader-ship positions
- // Excellent problem-solving and analytical skills

### Tools

C#  
Dr.Racket  
C / C++  
Python 2/3  
HTML/CSS

## WORK EXPERIENCE

**Graphics Designer** | JUN 2015  
*AB Best Digital Design Store*

- // Designed high-quality graphics and promotional material for local businesses and services using Corel Draw
- // Coordinated with supervisors, co-workers, and clients on design projects
- // Worked independently in a professional environment, adapting new technologies and business processes

## EDUCATION

**University of Waterloo** | Sep 2016-  
*Waterloo, ON*

- // Candidate for Bachelor of Computer Science, University of Waterloo, Waterloo, Ontario, Sep 2016-present
- Awards:**
- // President's Scholarship of Distinction
- // John and Wetmore Entrance Scholarship

## EXTRA-CURRICULARS

**Captain** | MAR-JUN 2016/15  
*Highschool Cricket Team*

- // Captained highschool cricket team of 15 people through two seasons
- // Led the team to win first place in the last two of four board-wide tournaments, and was awarded Best Bowler (board-wide) and team MVP

**Global Game Jam** | JAN 2017

- // Competed in a global, 48-hour game developing competition in a team of four
- // Created game mechanics, graphics, UI, and animation for a platformer-based puzzle game using Unity3D with C#

**Hackference Competition** | NOV 2016

- // Competed in a 2-day hackathon-style business and programming competition
- // Developed and pitched a technological business proposal and Android app prototype in a team of five

**ECOO Programming Contests** | 2016/15

- // Semifinalist twice as part of a four-member team in the ECOO programming contests

## PROJECTS

**"Wall Clock" - UWP App** | JAN 2017  
*C#, XAML, Visual Studio*

- // Built a Universal Windows Platform app that changes the desktop wallpaper to user-selected images
- // Changes occur at user-defined times or current weather condition at that location, using OpenWeatherMap Api

**"Slide" - Android Arcade Game** | AUG 2016  
*C#, Unity3D*

- // Developed game mechanics and design UI and game elements for a professional, 24-level 2D arcade game built using Unity3D with Box2D physics engine
- // [play.google.com/store/apps/details?id=com.biome.Slide](https://play.google.com/store/apps/details?id=com.biome.Slide)

**Autonomous Object-Tracking Robot** | MAY 2016  
*Python, OpenCV, Raspberry Pi 2, Arduino Uno*

- // Programmed and built a robot able to track an object with a given description
- // Used image processing to make decisions on moving, rotating, aiming and firing a coil gun at the object within a range of a few meters