

DIVIT SHARMA

1B Computer Science

1202 Upper Wentworth St.
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EDUCATION

University of Waterloo

| SEP 2016-Present
Waterloo, ON

// Candidate for Bachelor of
Computer Science

Awards:

// President's Scholarship of
Distinction
// John and Wetmore
Entrance Scholarship

SKILLS

Languages

// C#
// C / C++
// HTML / CSS
// Python 2 / 3
// Scheme
// XAML

Tools

// Git / Github
// Visual Studio
// Unity3D

LINKS

github.com/divitsharma
behance.net/divitsharma

INTERESTS

// Software development,
including game and web
development
// Strong passion for
graphics design, UI/UX
design and digital art
// Taking on impactful and
ambitious projects
// Playing cricket,
basketball and
badminton

SKILLS SUMMARY

// High proficiency in C# with Visual Studio and working knowledge of Python, C,
responsive HTML/CSS and Git
// Proven leadership and teamwork skills from two years of captaining school cricket
team and leading team projects
// Excellent problem-solving skills developed through success in computing contests
// Strong eye for design and attention to detail

WORK EXPERIENCE

Graphics Designer AB Best Digital | JUL 2015

// Designed high-quality graphics and promotional material for local businesses,
consistently delivering results with high customer satisfaction
// Interfaced with co-workers and clients to discuss design needs, meet deadlines, and
ensure quality

EXTRA-CURRICULARS

Global Game Jam | JAN 2017

// Collaborated with a team of four in a 2-day game development competition
// Created game mechanics, graphics, UI, and animation for a platformer-based
puzzle game using Unity3D with C#

ECOO Programming Contests | FEB 2016/15

// Scored Top 3 (board-wide) twice in a team of four in the ECOO programming
contests and advanced to the "Regionals" stage
// Generated efficient algorithms in C# and Python to solve computational problems

Captain High school Cricket Team | MAR-JUN 2016/15

// Captained high school cricket team of 15 players through two seasons, working
closely with coaches to coordinate games, practices and tryouts
// 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

PROJECTS

"Slide" - Android Arcade Game | AUG 2016

C#, Unity3D

// Developed and designed mechanics, UI and game elements for a professional,
24-level 2D arcade game built using Unity3D, published on Google Play

"Wall Clock" - Universal Windows Platform App | JAN 2017

C#, XAML, Visual Studio

// Built a UWP app that changes the desktop wallpaper to user-picked images
// Changes occur at selected times or based on current weather condition at any given
location, obtained by parsing JSON from OpenWeatherMap API

Autonomous Object-Tracking Robot | JUL 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