

DIVIT SHARMA

1B Computer Science

1202 Upper Wentworth St.
Hamilton, ON. L9A 5G2
289 700 9754
dsharma5095@gmail.com

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