DIVYANSHI SHARMA

divyanss@usc.edu | 551-502-4023 | linkedin.com/in/divyanshi26 | github.com/divyanshi26

EDUCATION

Master of Science in Computer Science *2020*
University of Southern California, Viterbi School of Engineering GPA: 3.60/4.00

Bachelor of Science in Computer Science and Engineering *2017*
Jaypee University of Engineering and Technology GPA: 8.90/10.00

WORK EXPERIENCE

Kaspect Labs *May 2019 - Present*
Research Intern Los Angeles, CA

- Served as team lead with two masters-level developers in developing a prototype for a gamified Virtual Reality device quantifying upper extremity range-of-motion and neuromuscular coordination in the paediatric outpatient setting.
- Programmed a reliable and fault-tolerant real-time bidirectional connection between Unity and JavaScript via a RESTful API.
- Designed an in-game Principal Component Analysis (PCA) on the Patient's motion, leveraging the results to create new patient-appropriate tasks.

Tools: Unity3D, Python, C#, Flask, Azure, JavaScript, ZeroMQ

Freelicious *Jun 2019 - Present*
Frontend Developer Los Angeles, CA

- Heading the Frontend Mobile Development Team, assigning weekly tasks, and coordinating with the Backend Team for integration.
- Collecting and translating design team's UX wireframes and mock-ups into responsive, interactive features into a hybrid mobile application, using Angular with Ionic, HTML5, CSS3, and JavaScript.

Wipro Technologies Ltd. *Oct 2017 - Jul 2018*
Project Engineer Hyderabad, India

- Programmed and enhanced the frontend of a hybrid mobile application tracking requests submitted for collection of assets and provided a real-time dashboard to monitor progress and display statistics.
- Delivered UI fixes and debugged the source code in a ticket managing application developed using .NET and AngularJS.
- ***Tools: Angular, Ionic, Bootstrap***

PROJECTS

- **Yelp Rating Predictor (Foundations and Applications of Data Mining)** – Predicted yelp review ratings using an ensemble of collaborative filtering techniques, reducing the RMSE from 1.18 to 0.99. ***Python, Apache Spark, scikit-surprise.***
- **Part of Speech Tagger (Applied Natural Language Processing)** – Implemented a Part-of-Speech tagger from scratch using Hidden Markov Models (HMM) and the Viterbi Algorithm to achieved an F1 score of over 96%, using Italian and Japanese datasets. ***Python.***

SKILLS

Programming	C++, Python, SQL, C#, JavaScript, Java
Frameworks/Libraries	Flask, Angular, Ionic, ZeroMQ, Apache Spark, Django, numpy, scikit-learn
Databases	MySQL, Oracle, SQL Server, PostGIS
Tools	Git, Unity3D, Azure

LEADERSHIP & AWARDS

- Viterbi Career Ambassador, Viterbi Career Connections. *Jan 2019 - May 2020*
- Course Producer, CSCI 544 Applied Natural Language Processing, USC Viterbi. *Jan 2020 - May 2020*
- Best "Hack for Good", AthenaHacks, University of Southern California. *Apr 2019*