# Vaibhav Sharma

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# **EDUCATION**

# University of British Columbia

Vancouver, BC

Bachelor of Science, Combined Major in Science

Sep. 2022 - Apr. 2026

#### Experience

#### Winner at HackTheNorth

Sep. 2023 - Sep. 2023

University of Waterloo

Waterloo, ON

- Successfully secured a spot in the hackathon, standing out among **7000+ global applicants**, and collaborated effectively as the **backend developer** in a four-member team.
- Leveraged a variety of technologies to develop a minimum viable product called "HonkHonkHire" during Canada's largest hackathon.
- Achieved recognition for **Best Use of MongoDB** by **MLH (Major League Hacking)** from a pool of 250 projects and in competition with over 1000 participants.

# Software Developer Freelance

June. 2021 – Sep. 2021

Apptom Electronics Pvt. Ltd.

Gurgaon, India

- Developed the frontend of a chat page and seamlessly integrated it with **Socket.io** and Express.js API.
- Designed and implemented the backend API for the chat application, utilizing Moment.js, Express.js, and MongoDB for efficient data management.
- Successfully hosted the platform on cPanel and WHM hosting service, including DNS configuration for optimal accessibility.
- Engineered the backend infrastructure for **Google Authentication** and **Google Meet generation**, employing the **Google Cloud Platform**, MongoDB, and Moment.js to ensure secure and efficient functionality.

### Projects

HonkHonkHire ☑ | Express.js, MongoDB, Google Cloud Platform, Firebase, CohereAI Sep. 2023 – Sep. 2023

- Developed a full-stack web application that generates AI-based interview questions using the user's resume and provides feedback using speech and facial expressions analysis.
- Implemented Google's Vision API, Speech-to-Text API, Text-to-Speech API, Firebase Storage, and MediaPipe for speech and facial expressions detection.
- Used **OCR Space's API** to detect resume text and **Cohere-AI's** Completion API to generate questions and analyze answers.
- Developed backend using Express.js, MongoDB, and EJS.

superT3 🗹 | Java, Advanced OOPs, Swing, JUnit, JSON

February 2023 – April 2023

- Designed and developed an advanced ultimate tic-tac-toe game featuring nested grids within a larger grid.
- Implemented a game state saving/loading functionality using JSON, allowing users to resume their games.
- Crafted a pleasing user interface using **Swing** with carefully chosen contrasting colors for enhanced accessibility.
- Conducted comprehensive unit testing of the game using **JUnit**, ensuring thorough coverage of all functions and scenarios.

**Local Party** ✓ | Electron.js, Express.js, MongoDB, Socket.io, Vanilla.js

Mar. 2021 – June 2022

- Designed and developed a unique website enabling users to create chat rooms for **synchronized viewing** of local video files with friends. Users could **create personal rooms** and **join them** using room codes.
- Seamlessly integrated **Socket.io** and the backend API to create a synchronized platform.
- Successfully hosted the web application on Heroku, attracting over 1000 users and gaining recognition with 215 stars on the GitHub repository.

More Projects 🗷

# TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML/CSS, R, Dart, EJS

Frameworks: React, Bootstrap, Svelte, JUnit, Node.js, Express.js, Electron.js, Flutter, Discord, Chrome Extensions Developer Tools: Git, Google Cloud Platform, Microsoft Azure, Google Firebase, VS Code, PyCharm, IntelliJ, Figma, Android Studio

Libraries: Axios, Moment.js, Socket.io, OpenAI, Discord.js, Bcrypt, Swing, QuickChart, JWT