

HARSHITA GUPTA

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PROFILE

Computer Science undergraduate with a strong foundation in programming, data structures, and software engineering principles. Experienced in developing, debugging, and optimizing software through internships and academic projects. Seeking a Software Engineering Internship at Microsoft to contribute to building efficient, scalable systems in a collaborative engineering environment.

EDUCATION

Chitkara University of Engineering and Technology Bachelor of Engineering in Computer Science and Engineering	2023 – 2027
	CGPA: 8.9

EXPERIENCE

Software Development Intern – Labmentix	Sep 2025 – Oct 2025
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- Developed and enhanced **5+ backend features and RESTful APIs**, supporting core application workflows.
- Optimized request processing efficiency by applying appropriate **data structures and improved control flow**.
- Resolved **20+ logical, runtime, and performance issues**, increasing system stability and reliability.
- Collaborated within a **3-member engineering team** using Git and structured code reviews.

Web Development Team Member – Conceptou	Oct 2023 – Jun 2024
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- Built **responsive UI components** using JavaScript, HTML, and CSS.
- Fixed **15+ UI and cross-browser issues**, improving usability and layout consistency.

Secretary – ACM Student Chapter	Jun 2024 – Jul 2026
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- Coordinated **5+ technical events, workshops, and hackathons** focused on algorithms and problem solving.
- Collaborated with **faculty mentors and 50+ students** to promote a collaborative engineering culture.

PROJECTS

CPU Scheduling Simulator (C++)

- Implemented **FCFS, SJF, Priority, and Round Robin** CPU scheduling algorithms.
- Analyzed **waiting time, turnaround time, and CPU utilization** metrics.
- Simulated real-world process scheduling to evaluate **operating system performance**.

CodeMeet (JavaScript, Client–Server)

- Built a **real-time collaborative coding platform** with live code synchronization.
- Implemented **client–server communication** and session-based collaboration.
- Improved reliability using **structured state management**.

Employee Payroll System (Java)

- Architected a **modular Java-based payroll system** using object-oriented principles.
- Automated **salary computation, validation, and edge-case handling**.

SKILLS

- **Programming Languages:** C++, Java, Python, JavaScript
- **Data Structures & Algorithms:** Arrays, Linked Lists, Stacks, Queues, Trees, Graphs, Hash Tables
- **Computer Science Fundamentals:** Object-Oriented Programming, Operating Systems, DBMS, Computer Networks
- **Software Engineering:** SDLC, Debugging, Code Optimization, RESTful APIs
- **Web Technologies:** HTML, CSS, JavaScript, Client–Server Architecture
- **DevOps & Tools:** Git, GitHub, Docker, Linux (CLI), Visual Studio Code, IntelliJ IDEA

ACHIEVEMENTS

- Top 10 Team – HackIndia Hackathon 2024
- Finalist – Lady Ada Hackathon (ACM India)
- Rank 45 – GeeksforGeeks Coding Challenge
- Solved 200+ DSA problems

ADDITIONAL

Available for full-time internship (10–12 weeks) between May–August 2026.

Open to Bengaluru. Fluent in English and French for technical discussions.