Piyush Sharma (Software Developer)

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SUMMARY

A dedicated and analytical Computer Science student with strong proficiency in C++ and Java. Possessing a solid foundation in algorithm design, data structures, and problem-solving, with hands-on experience in developing and leading collaborative projects. Adept at using tools like Visual Studio, Git, and Java Swing for clean coding and dynamic project implementation. Enthusiastic about tackling new challenges and delivering innovative solutions in areas such as web development and algorithms. Seeking opportunities to leverage my technical expertise in a dynamic and growth-oriented environment. .

EDUCATION

- **Chandigarh University** *2021 - Current*
  B.TECH Computer Science Engineering CGPA: 8.13

- **Ramnarain Ruia College** *2021*
  Higher Secondary Education, Maharashtra Percentage: 97.2

- **DAV School** *2019*
  Secondary Education, Himachal Pradesh Percentage: 95

PERSONAL PROJECTS

- **MULTIPLAYER SHOOTING GAME - Github Live** *Oct, 2024*
  Working shooting mulitplayer web site.

  - Tools & technologies used: HTML, CSS, Javascript, Express js
  - Styling with CSS and better user experience involves use of interpolation and data encapsulation.
  - Data is encapsulated at the backend to make the game fair, use of proper screen ration as well as interpolation of the shooting dots which improves the rendering by almost 2x compared.

- **CRYPTOPLACE WEBSITE - Github Live** *July, 2024*
  Front-end React based website for Crypto-tracker with multimedia galleries.

  - Tools & technologies used: HTML, Tailwind CSS, React js,
  - Dynamic website structure, styling using tailwind and better user experience involves use of React.js.
  - CoingekkoAPI used for the fetching of crypto-coin prices. Live price fluctuations of 50+ coins with the google charts visualization.

- **Games Github** *July, 2024*
  A repository containing more than 5 games, still continuing to add more.

  - Tools and Programming languages: C++, Java Swing, Python, SFML Library, STL data structures.
  - Java Swing based games like Flappy bird, minesweeper, user-friendly GUI and implemented features like inventory. Simple games like pig game built using Python, it takes less than 1 second to compile.
  - C++ games like snake ladder or snake fodder game, integrating the graphical interface using SFML library, terminos.h which allows the POSIX threading for fast compilation.

TECHNICAL SKILLS AND INTERESTS

Languages: C++, C, Java, HTML, CSS, JavaScript
Developer Tools: Debugging, Linux, Git, Sublime Text, Vs Code
Frameworks Libraries: React js, Java Swing, SFML Graphics, C++ STL
Databases: SQL(basics)
Technical Skills: Clean Coding, Problem-Solving, Adaptable, Team Leader
Areas of Interest: Web Development, Algorithms, Mathematics

ACHIEVEMENTS

- **Achievement** 900+ DSA questions solved on Leetcode and Codeforces

- **Achievement** Rating- 1812 in Leetcode, 1680 in Codechef and Pupil (1360) at Codeforces

- **Achievement** Web Development and Data Structure and Algorithm certifications