Karan Sharma

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# OBJECTIVE

IT Innovation and Design student seeking Entry-level positions as Software Developer starting May 2023. Proven proficiency of working in a fast-paced, innovative, and agile environment. A team player committed to providing quality work with keen attention to detail. Adept at handling complex problems and learning new technologies.

# HIGHLIGHTS OF QUALIFICATIONS

* Full-Stack Development: React, Angular, NodeJS, Bootstrap, HTML5, CSS3, jQuery, Javascript
* Concepts: Object Oriented Programming (Java & C#), Data Structures, Algorithms, Agile Methodology (SCRUM)
* Programming Languages: JavaScript, Java, C#, Business Central AL
* Databases: (SQL): MySQL, (NoSQL): MongoDB
* Version Control: Git, Github, Trello, Toybox
* Operating System: Windows, Mac OS
* Others Tools: Android Studio IDE, Adobe tools, Visual Studio, Monogame.

# EMPLOYMENT HISTORY

**eLearning Courseware Developer Assistant** May 2021 – Dec 2021

**Conestoga College, Waterloo** May 2022 - Present

Tools: JavaScript, HTML, CSS, Bootstrap 5, Git, WinSCP

* Work closely with subject matter experts, instructional designers, and quality assurance specialists on online course projects to design and develop quality online courses that support active learning
* Design, develop, and maintain multimedia objects to support online course offerings. For example, learning objects, games, interactive web pages, videos, etc.
* Create and maintain course materials by adding, deleting and revising content to ensure quality standards
* Present prototypes and deliverables to internal stakeholders
* Ensure new development follows copyright and AODA regulations

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**Backend Developer Co-op** Jan 2022 – April 2022

**Royal Distributing, Guelph**

Tools: C#, SQL, Visual Studio, Asp.Net, Git, Business Central AL

* Develop software in an agile environment working with a variety of programing languages including Visual C#, VBA, SQL (TSQL), and Dynamics 365 Business Central AL
* Analyze trends to identify problems within current software and practices.
* Identify and resolve current or anticipated software issues.
* Develop new software to complete or improve current process.
* Suggest efficiencies in process by proactively exploring alternative methods.
* Maintain existing systems and software to prevent anticipated issues and build upon existing code to add required updates or address determined issues.

# PROJECTS

**Games: “Destination Earth” and “QGame”** 2021

Tools: C#, MonoGame, Visual Studio.

* QGame was made using windows form and Destination Earth was created using Monogame application.
* Both the games were coded using C# language.
* The upgrades in Destination Earth would be adding different spaceships and ability of the
* spaceship to shoot.

# EDUCATION

IT Innovation and Design, Advanced Diploma, Co-op 2020 - Present

Conestoga College, Waterloo, ON

# INTERESTS

* Web design/development- Currently building personal projects for fun and welfare.
* Rock climbing and trekking in mountains.
* Swimming