ANANYA SHARMA

Schaumburg, Illinois 60193 nevalandprod.com

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	EDUCA	ATION	
Iowa State Univers	ity, Ames, Iowa		August 2016 – May 2018
Undergraduate pro	gram in Aerospace Engineering		
Harper College, Palatine, Illinois			August 2018 – May 2019
Associates Degree i	n Science		
DePaul University, Chicago, Illinois			September 2019 - Present
Undergraduate deg	ree in Computer Science		
	SK	ILLS	
• Java	Java Script	• Python	• React
	EXPER	RIENCE	

Adventure Pizza Internship

July 2020 - Present

- Worked with React JS to build extensions for Twitch.
- Worked on the Ethereum Blockchain Network to implement cryptocurrency with all extensions.

Blue Water Software Inc. Chicago, Illinois

August 2019 – May 2020

- Worked on the front end to develop websites using JavaScript and html.
- Used React JS to make websites more easily compatible for mobile devices.

Lead Intern, Museum of Science and Industry, Chicago, Illinois

June 2018 - January 2020

- During the school year, lead the "Program for Teens" for high school students and made sure that the program is organized and ran properly.
- During the summer, I organized demos and shows throughout the museum.
- Taught high school students about science and explained science related topics to visitors.
- Assisted museum supervisors in working with guests and students to run the museum efficiently.

Head Ambassador, Iowa State University, Ames, Iowa

January 2017 - May 2018

Lead and ran job fair and ensured that everything was ran smoothly and efficiently.

PROJECTS

February 2019 - Present

- Talk about everything music, basketball, and current events.
- Have had many different guests and creatives throughout the two years.
- Made a landing page at nevalandprod.com for an easy way to locate everything.
- Recently, started live streaming on Twitch for a different approach to a podcast.

Who's the Bot Game, Chicago, Illinois

Nevaland Podcast

September 2020- Present

- Made a game based on Amazon Web Service systems and PHP code.
- Made a project booklet detailing all of the requirements, the design process, as well as the whole plan from the start of the project, to the final release of the game.
- Recorded as well as edited multiple videos detailing bi-weekly improvements and progress of the game. Detailed the requirements, the design, and the plan in a visual format.

Cultured TV July 2017 - November 2018

- YouTube channel dedicated to everything from reactions, conversations about music and basketball, and
- Had random videos and a lot of it taught me how YouTube works, and how to edit a video.

Make to Innovate, Iowa State University, Ames, Iowa

September 2017 - May 2018

• Worked on the Design, Build, and Fly team with the goal to build a plane that is able to complete missions.