

Karan Sharma

Computer Engineering Student

+1 (587) 596-3855
karansharma2001@outlook.com
KaranS ksharma-2 ksharma

Education

2019-2024 **University of Alberta**

Bachelor of Science in Computer Engineering

Relevant coursework

- Introduction to Software Engineering
- Introduction to Digital Logic Design
- Advanced Digital Logic Design
- Object-Oriented Software Design
- Introduction to Tangible Computing II

Technical Skills

- Proficient in C, C++, C#, Python and Java.
- Familiar with HTML, CSS, and JavaScript.
- Android app development in Android Studio
- Experienced in Linux and GitHub.
- Familiar with circuit prototyping equipment.

Projects

DietScoop

- Group project for CMPUT 301 - Introduction to Software Engineering
- Created an Android app that will assist a user in meal planning
- Developed in Android Studio using XML for front-end and Java for the back-end
- Used GitHub organization to coordinate with the team
- Database and login authentication was implemented using Cloud Firestore

Navigation System

- Created a navigation system based on the City of Edmonton,
- Finds the shortest route between two selected points on a GUI
- GUI was implemented using Pygame
- Dijkstra's Algorithm was used to find the shortest route, written in C++

Portfolio Website

- Drew out multiple designs and layouts before deciding on one
- Brought the vision to life using HTML and CSS
- Uploaded using a DNS and github pages.

Experience

2022-Present **Coding Instructor**, *Code Ninjas*

- Teaching children, aged 7-14, to make games in Scratch, JavaScript, and C#.
- Running STEM activities to inform kids about STEM careers.
- Created an excel spreadsheet to keep track of kids progress through curriculum.
- Working alongside a team of instructors from various backgrounds.

2021-2022 **Laser Tag and Minecraft Host**, *LaserCity*

- Welcomed Customers and completed transactions
- Overseeing laser tag games, includes explaining rules and assisting with equipment
- Troubleshooted and fixed malfunctioning equipment
- Organized Minecraft Day camps, management of up to 10 kids and running different activities to keep kids engaged.