

Karan Sharma

Computer Engineering Student

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Education

2019-2024 **University of Alberta**
Bachelor of Science in Computer Engineering

Relevant coursework

- ECE 487: Data Communication Networks
- CMPT 379: Operating Systems Concepts
- CMPT 301: Intro to Software Engineering
- ECE 325: Object-Oriented Software Design
- CMPT 291: File and Database Management

Technical Skills

- **Python (TensorFlow), C, C++, Java, and JavaScript (React).**
- **XML, HTML, and CSS.**
- **SQL and MongoDB**
- **Android app development** with Android Studio.
- Working experience in a **Linux** environment, and workflow management using **GitHub**

Projects

DietScoop

- Developed an Android meal planning app that assists users with ingredient and recipe tracking, shopping list creation, and meal planning.
- Utilized **Firestore** for login and database storage, allowing each user to have their own unique data
- Implemented the back-end and database connection using **Java**, ensuring optimal performance and reliability.
- Designed the app's layout and user interface using **Figma** and **XML**, creating a user-friendly experience for users.
- Collaborated with team members to implement **agile/scrum** practices, ensuring efficient project management and timely completion of deliverables.

Navigation System

- Developed a navigation system based on the City of Edmonton using **C++**.
- Implemented Dijkstra's algorithm to find the shortest path between two selected points on the map.

Portfolio Website - <https://ksharma.me/>

- Created a portfolio website using **HTML** and **CSS** to showcase programming skills and project experience.
- Implemented key features such as project gallery and resume download to demonstrate technical abilities.

Extracurriculars

HackED 2023

- Developed a mobile event planning app using Android Studio, allowing users to easily schedule meetings and events.
- Integrated the Google Calendar API into the app using **Java**, enabling users to import their existing calendar events and availability.
- Designed and implemented a user-friendly interface for the app using Android Studio's built-in UI designer, enhancing the user experience.
- Created a scheduling algorithm that considers the availability of all attendees and suggests meeting times based on the number of participants who are free, streamlining the planning process.

Computer Engineering Club

- Worked alongside event coordinators to prepare and maintain clean and organized venues, contributing to the positive experience of attendees.

Experience

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

- Taught Scratch, **JavaScript**, or **C#** programming to over 70 children between the ages of 7 and 14, providing a solid foundation in programming concepts such as conditionals, loops, functions, and object-oriented design.
- Led STEM activities to engage and educate children about STEM opportunities.
- Worked collaboratively with a team of instructors with varying skill sets, contributing to a positive and supportive learning environment.

Hobbies and Interests

- Bouldering, Car mechanics, Coffee/Cafes,