

Karan Sharma

Computer Engineering Student

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Education

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

Relevant coursework

- Introduction to Software Engineering
- Object-Oriented Software Design
- Introduction to File and Database Management
- Introduction to Tangible Computing II
- Introduction to Digital Logic Design

Technical Skills

- **Python, Java, C++, C, and C#.**
- **XML, HTML, CSS, and JavaScript.**
- Android app development with Android Studio.
- Working experience in a Linux environment, and workflow management using GitHub
- Familiar with circuit prototyping equipment.

Projects

2022 **DietScoop**

- Created an Android app that will assist a user in meal planning.
- Built the classes of Ingredients, Recipes and Shopping lists using **Java**.
- UI was blueprinted using figma, then implemented in **Android Studio** using **XML**.
- Made use of an **Firestore** to store Ingredients, Recipes, and Shopping lists of each user in an online database
- Each user had a separate storage container that was implemented using **Firestore authentication**.

2021 **Navigation System**

- Created a navigation system based on the City of Edmonton.
- Was able to find the shortest path between two selected points by implementing Dijkstra's Algorithm using **C++**
- GUI was implemented using **Pygame**.

2022 **Portfolio Website** - <https://ksharma.me/>

- Used Figma to blueprint many different designs.
- After settling on a design, was able to implement it using **HTML** and **CSS**
- Uploaded using a DNS and Github pages.

Extracurriculars

HackED 2022

- An NFT Sandbox that would allow users to buy, sell, and trade custom text-based NFT's in a playground environment using the Hedera Blockchain
- Created the text-based NFT's that users would be allowed to trade with
- Learned Google Cloud Hosting to host the website that would allow users to interact with the playground.

Computer Engineering Club

Experience

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

- Teaching 70+ children, aged 7-14, to make games in Scratch, JavaScript, and C#.
- Running STEM activities to inform kids about STEM opportunities.
- Created an excel spreadsheet to keep track of each kids progress through the curriculum.
- Working alongside a team of instructors all with different skillsets.

Hobbies and Interests

- Bouldering, Photography, Car mechanics, Coffee/Cafes,