

# 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
- ECE 315: Embedded Systems
- CMPUT 379: Operating Systems Concepts
- ECE 325: Object-Oriented Software Design
- CMPUT 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

2022 **DietScoop**

- Created an Android app that would assist a user in meal planning.
- Used Cloud Based **Firestore** for user **authentication** and database storage.
- Back-end, including classes and **database** access/update, was built using **Java**.
- Front-end was implemented using **XML** after blueprinting in **Figma**
- Worked within a team and implemented **agile/scrum** practices.

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,