Sarthak Kahaliya

Software engineering graduate with solid understanding of software and web design, development, and testing. Seeking to thrive as an entry-level software engineer with excellent analytical, technical, and programming skills.

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⦿ : https://github.com/SarthakKahaliya
🌐 : https://sarthakkahaliya.github.io/portfolio/

EDUCATION

Master's in Computer Science, GPA: 3.72/4.00 — Blacksburg, VA
Virginia Polytechnic Institute and State University (Virginia Tech) — *August 2021-May 2023*

Bachelor's in Computer Science, CGPA: 7.8/10 — Jaipur, India
Jaipur Engineering College & Research Centre — *August 2017-July 2021*

COURSE RELEVANCE & SKILLS

- Intermediate Data Structures and Algorithms (DSA)
- Database Management System (DBMS)
- Web Application Development
- Object Oriented Programming Concepts (OOPs)
- Information Visualization
- Mobile Application Development (Android)

PROGRAMMING SKILLS

- **Languages**: Python, HTML, CSS, JavaScript, ES6, C#, PHP, Kotlin
- **Libraries and Framework**: React, Redux, Hooks, Node.js, Express.js, Vue.js, D3.js
- **Database**: MySQL, MongoDB, Firebase
- **Applications**: Eclipse, IntelliJ, VS Code, Unity Engine, Android Studio
- **Other Tools and Technologies**: REST Api, Tableau, Git, GitHub, VuforiaAR, Ansible, Figma

EXPERIENCE

Immersive Analytics at Virginia Tech — Blacksburg, VA
Scientific Programmer — *August 2022 - Present*
- **Brief**: Developing and maintaining the code for a prototype using a Microsoft HoloLens 2 device that allows embodied interaction with different kinds of 2D and 3D data visualizations in a mixed reality space.
- **Technology & Tools Used**: Unity 3D, C#, HoloLens 2, AR/VR Technology.
- Immersive Analytics Website (https://bit.ly/3pQJGUO)

Linux World Informatics Pvt. Ltd. — Jaipur, India
Research Intern — *May 2019 - July 2019*
- **Brief**: Team Lead in a group of four responsible for research and building of an Augmented Reality based application on Unity Engine for Restaurants which displays the menu items in Augmented Reality, with the help of Vuforia Augmented Reality and can be used to customize and, order the food.
- **Technology & Tools Used**: Unity Engine, C#, Vuforia Augmented Reality.

PERSONAL PROJECTS

- **E-commerce Clothing Web Application**: *2022*
  - **Brief**: Designed a fully functional e-commerce website, implemented using React, where visitors can sign-in, update the cart and, purchase the Clothes.
  - **Technology & Tools Used**: HTML, SCSS, JavaScript, React, Firebase, VS Code, Figma.
  - Github Link: (https://github.com/SarthakKahaliya/ecom-clothing)

- **Task Management System Web Application**: *2022*
  - **Brief**: Designed and implemented a fully functional Task Management System website with Authentication. User can create projects and add tasks to it, assign the task to other users and updates the status.
  - **Technology & Tools Used**: HTML, CSS, PHP, MySQLi, VS Code, Figma.
  - Live site here (https://sarthak-task-management-system.herokuapp.com/)

- **Olympics - Data Story**: *2022*
  - **Brief**: Designed and implemented a Olympics Data Visualization Dashboard with a team. The dataset of last 120 Years of Olympic Games is used to showcase the Men and Women Distribution and how it is changing throughout the time. It also showcases The countries performance throughout the time in a visually appealing way.
  - **Technology & Tools Used**: HTML, CSS, JavaScript, D3js, WebStorm, Figma.
  - Live site here (https://sarthakkahaliya.github.io/Olympics-Visualization/)

- **Bookstore Web Application**: *2021*
  - **Brief**: Designed and implemented a fully functional Bookstore e-commerce website, using VueJS Framework, where visitors can look, purchase the Books.
  - **Technology & Tools Used**: HTML, CSS, JavaScript, VueJS, MySQL, IntelliJ, Figma.
  - Github Link: (https://github.com/SarthakKahaliya/Bookstore-Web-Development)