

Parth Sharma

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EDUCATION

Bachelor of Science in Computer Science

Aug 2023

California State University, Fullerton

TECHNICAL SKILLS

Languages: C/C++, Java, Python, R, SQL, Swift, HTML/CSS, PHP, JavaScript, JSON, LaTeX

Frameworks: MERN stack, Docker, Snowflake, Bootstrap5, MariaDB, FastAPI, Foreman, SQLite3, Redis, QtCreator

Tools/Technologies: React, REST API, Agile, Git/GitHub, RStudio, VS code, Trello, Jira/Confluence

EXPERIENCE

Web Developer | California State University, Fullerton

Dec 2020 – Aug 2023

- Maintained the day-to-day technical operations for the department website of the Academic Advisement Center for the campus population of over **40,000** students using **HTML5, CSS3, and JavaScript** and other front-end technologies to create visually appealing and user-friendly interfaces resulting in **44%** increase in user engagement
- Implemented back-end functionality using languages such as **PHP, Python, and Node.js**, integrating with databases and other third-party services as needed
- Researched, evaluated, and enforced web standards for usability and accessibility for the website as per university standards while also helping over **50** students on a daily basis with basic academic advising

Software Engineering Intern | Sonarverse, Irvine, CA

Jan 2023 – May 2023

- Collaborated with senior engineers to develop and maintain a cloud based framework that extracts data from multiple blockchains to load and process in a data warehouse.
- Researched different blockchains, especially FileCoin, using technologies like **Snowflake, AWS, and MYSQL** with a team of five interns to find ways to collect and process data for senior engineers to evaluate
- Worked in an **Agile** development environment, utilizing tools such as **Git, Jira, and Confluence** for version control, issue tracking, and documentation.

PROJECTS

RESTful API for Wordle Like game

May 2023

- Developed **FastAPI**-based back-end APIs for a Wordle-like web game, integrating relational database schemas with **SQLite3** and implementing a sharded database architecture for improved query response times.
- Utilized **Redis NoSQL database** for flexible storage of user game states and employed **cronscheduling** for automated updates, while implementing the Backends for Frontends pattern to streamline API functionality and optimize HTTP calls using **Python Asyncio**.

Virtual Advisor

Dec 2022

- Created an app that helps students find their college advisor based on their major and academic standing. Implemented **C++** and Open Source software **QT** for the GUI and **MariaDB** for the database, ensuring a highly efficient and reliable system for storing and retrieving data
- Designed sequence and case diagrams for each feature to show how the user will interact with the system. Licensed the final product under the GPL V3 License, ensuring that the software was open-source and accessible

iTravel App

May 2022

- Designed, and Created an IOS app using **Swift/SwiftUI** that helps travelers find their airport gate location at one of the 118 international airports in the US by generating a map, based on traveler's flight details
- Implemented a feature that also generates the user's seat location on the plane based on their boarding pass to help them find their seat faster.

relief

Aug 2021

- Built a full-stack web application through **MERN Stack** that helps the users to meditate, write journals everyday, and track their thoughts to improve their mental health.
- Managed workflow in a team of 4 members using **Scrum** methodologies while also utilizing tools like **Confluence**.