

Parth Sharma

Fullerton, CA 📞 502-309-0045 ✉ parth.sharma.0498@gmail.com 🔗 linkedin.com/in/parths239

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 - Mongodb, ExpressJS, ReactJS, NodeJS, Docker, Snowflake, Bootstrap5, MariaDB, FastAPI, Foreman, SQLite3, Redis, QtCreator,

Tools/Technologies: REST API, Agile, Git, GitHub, Emacs, RStudio, VS code, Atom, Trello, Jira

EXPERIENCE

Software Engineering Intern | Sonarverse

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.
- Researching different blockchains, especially FileCoin, using technologies like **Snowflake, AWS, and MySQL** with a team of five interns to find ways to collect data, process that data and work with senior engineers to evaluate

Web programmer / Student Assistant | California State University, Fullerton

Dec 2020 – Aug 2023

- Maintained and Assisted in 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**
- 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 limited academic advising

PROJECTS

Restful API for Wordle Like game | FastAPI, Foreman, SQLite3, Python, Traefik, Redis, HTTPX

May 2023

- Developed multiple back-end APIs for a wordle-clone web application in Python with FastAPI web framework.
- Implemented relational database schemas for back-end APIs using SQLite and designed an application-level sharded database architecture for a relational database which speeds up the query response times.
- Stored the user's current game state more flexibly as a key-value store in the Redis NoSQL database and used the cron scheduler to schedule repetitive tasks to keep the game state updated.
- Optimized nearly half of the runtime in HTTP calls by building an asynchronous program and using Python Asyncio to gather all independent HTTP calls to run concurrently.

Virtual Advisor | C++, SQL (MariaDB), QtCreator, VS Code

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 | Swift, SwiftUI

May 2022

- Designed, and Created an IOS app 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 | MERN Stack

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 Jira/Confluence.