

# Shihan Sharar

✉ ssharar@uwaterloo.ca | 🏠 s-sharar.github.io | 🐙 s-sharar | in shihan-sharar

## Skills

**Languages** HTML/CSS, Javascript, C++, Racket  
**Frameworks** React, Bootstrap, jQuery, Node.js, Express.js  
**Technologies** MongoDB, Mongoose, Bash, Git, Figma, Photoshop

## Education

### University of Waterloo

BACHELOR OF COMPUTER SCIENCE

- CGPA: 93%
- CS GPA: 96%

Waterloo, ON  
Sept 2023 - Aug 2028 (Expected)

## Experience

### InsightIn Technology Bangladesh Ltd

SOFTWARE ENGINEERING INTERN

- Designed over 5 websites with Figma and Photoshop.
- Implemented those websites using Bootstrap and jQuery.

Dhaka, Bangladesh  
May 2024 - Aug 2024

### Neeramoy Digital Services

BACKEND ENGINEERING INTERN

- Updated the company's Node.js boilerplate, enhancing essential features such as user authentication, and ensuring correct modularization.
- Implemented robust error handling, centralized logging, and updated project structure for better and easier maintainability.

Dhaka, Bangladesh  
May 2024 - Aug 2024

### Data Analysis and Technical Assistance (DATA)

DATA ANALYTIC INTERN

- Worked on a project to empower poor urban women in Bangladesh through digital financial services, funded by BRAC Institute of Governance and Development and commissioned by the University of Kent(UK).
- Took surveys of several such women alongside co-workers and made use of company software to analyze the data and generate reports.

Dhaka, Bangladesh  
June 2022 - Aug 2022

## Projects

### The Jobster API

- Developed a dynamic web application to manage job applications.
- Used Express.js to implement robust user authentication features, and advanced searching, sorting and filtering capabilities.
- Used React on the frontend, ensuring a seamless user experience.

### WordW

- A React-based word puzzle game inspired by Wordle.
- Features an on-screen keyboard that visually represents user inputs with color-coded feedback.
- Several difficulty levels to enhance player engagement.

### The Simon Game

- Used HTML, CSS, and Javascript to build a simple Simon Game.
- Implemented game logic with jQuery to handle user input and game sequence generation.