Sadikshya Sharma

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Personal Website: https://sadsharma.github.io/Portfolio/

EDUCATION

Stony Brook University

Stony Brook, New York

Bachelor of Science - Computer Science;

January 2021 - June 2024

Courses: Data Structures and Algorithms, Foundations of Computer science, Programming Abstractions, Systems Fundamentals I, Analysis of Algorithms, Software Development

SKILLS SUMMARY

- Programming Languages/Frameworks: Java, JavaScript, HTML, CSS, React, NodeJS, C#, Three.js
- Tools/Technical: Unity, Unreal Engine(learning), Blender, Linux, Windows, IntelliJ Idea, Visual Studio Code, MacOS,
- Soft Skills: Leadership, Writing, Public Speaking, Time Management, Multitasking
- Languages: Nepali, English, Hindi, French

EXPERIENCE

Information Technology Intern

Remote

The Office of Comptroller of Currency - Department of Treasury(Full-time)

June 2022 - August 2022

- * Performed data analysis and collaborated with a team of tech experts to come up with and implement a more secure way of accessing the OCC network
- * Assisted in several projects to manage data leakage and create a secure environment to aid in the process of regulating banks

Java Instructor Remote

Juni Learning(Part-time, Contractual)

March 2022 - June 2022

- * Teach java to students of various ages from beginner level to experienced.
- * Created an open and interactive environment for people of various ages and skill levels to be able to fully grasp java concept's in order to increase their programming skills as well as their programming confidence

Teaching Assistant - Data Structures and Algorithms

In-Person

Stony Brook University (Part-time)

March 2022 - June 2022

* Taught a recitation explaining the fundamentals of data structures in java. How to, When to, and Why use them to make your program's more time/space efficient. Also held office hours for over 150+ people, to assist them on their homeworks/projects

(Upcoming) Teaching Assistant - Analysis of Algorithms

In-Person

Stony Brook University (Part-time)

August 2022 - December 2022

* Assist 150+ upper level student in understanding the importance of algorithms, how to write them and how to make their code more efficient with the use of various different techniques such as divide and conquer, dynamic programming, and more

Projects

- Personal Website (JavaScript, HTML, CSS, Three.js): (Work in progress)
 - · A unique website with heavy javascript implementation in order to make stunning graphics and page transitions
- Web Game (Unity, C, Blender, WebGl): (Work in progress)
 - o A twist on the idea of personal website taking inspiration from Animal Crossing. Takes advantage of characters and a 3D environment to to deliver every traditional page on a personal website through a dialogue system given when you interact with a character
 - o I also plan to have hidden aspects througout the terrain, only found my thoroughly exploring the world
- Messaging Application (React JS, HTML, CSS):
 - o A chat application like discord and many others being buit using React JS.
 - Implemented a login and sign up feature so that the application is more functional
- Lunar System (Java):
 - o Created a scheduling system for students based on the system used by my college that saved the state of the program allowing the data to be reloaded the next time the program was run

Certifications through coursera

- Duke University: Programming Foundations with JavaScript, HTML and CSS Oct 2020
- Duke University: Java Programming: Solving Problems with Software Oct 2020
- Duke University: Java Programming: Arrays, Lists, and Structured Data Oct 2020
- University of Michigan: Python Data Structures Dec 2020