

# Samarth Sharma

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## EDUCATION

- University School of Information, Communication, and Technology** Delhi, India  
*Bachelor of Technology - Computer Science Engineering - 8.35 CGPA* November 2022 - August 2026
- Kendriya Vidyalaya, Andrews Ganj** Delhi, India  
*Higher Sec. School - 94.2%* April 2020 - March 2022

## SKILLS SUMMARY

- Programming Languages:** C, C++, Python, Dart, JavaScript
- Frontend Technologies:** Flutter, BLoC, Providers, REST API
- Backend and Databases:** Node.js, Express.js, Socket.io, Firebase, MySQL, MongoDB
- Professional Skills:** Git, Problem-Solving, Teamwork, Communication, Leadership

## WORK EXPERIENCE

- Jaymant & Sons (OPC) Pvt. Ltd.** Remote  
*SDE Intern* December 2024 - February 2025
  - Developed scalable, user-friendly UI/UX components and integrated REST APIs and Firebase for real-time features in a cross-platform app targeting 10,000+ users.
  - Implemented Bloc for efficient state management, reducing unnecessary widget rebuilds and improving overall app performance by 20%.
- IBM SkillsBuild Summer Internship Program (CSRBOX)** Remote  
*Summer Internship* July 2024 - August 2024
  - Built a healthcare chatbot prototype using IBM Watson Assistant, optimizing over 30 user interactions through prompt engineering.
  - Applied AI tools to create a functional model that streamlined responses to common queries and booking requests, achieving 80% coverage of frequently asked questions during the CSRBOX internship.

## VOLUNTEER EXPERIENCE

- Google Developer Student Clubs** USICT, GGSIPU  
*Flutter Team Member* October 2024 - Present
  - Collaborated with a team to organize 5+ tech events and hackathons, engaging over 2,000 students across online and offline platforms.
  - Interacted with students to promote Flutter development, sharing insights and guiding hands-on learning.

## ACADEMIC PROJECTS

- Brevity - News App:** [Link](#)
  - A live-updated news app delivering concise 60-word summaries, featuring infinite scrolling, category-based feeds, and customizable themes for an engaging experience.
  - Key features include an AI chatbot for news queries, robust keyword search, direct full article access, optimized image caching, bookmarking, and dynamic routing for smooth navigation.
  - Tech:** Flutter, Firebase, Shared Preferences, Go-Router, BLoC, REST API
- Doodly: Real-Time Drawing Game:** [Link](#)
  - A real-time multiplayer drawing and guessing game supporting up to 8 players per room with synchronized canvas, turn-based gameplay, live chat, and scoring system.
  - Designed a private room system with dynamic theming, custom settings, and achieved less than 150ms latency with Socket.IO communication
  - Tech:** Flutter, Dart, Node.js, Express, MongoDB, Socket.IO
- TrackMyAttendance - Attendance App :** [Link](#)
  - An attendance tracking app with Firebase integration, utilizing geolocation (Geolocator) and image capture (ImagePicker) for secure check-ins and check-outs.
  - Features include attendance history, monthly reports visualized in pie charts, location mapping, secure authentication, and user feedback through snack bars and dialogs.
  - Tech:** Flutter, Firebase, Shared Preferences, Flutter Maps.

## ACHIEVEMENTS

- Secured first place in Devathon organized by Software Development Cell (SDC)
  - Selected for a highly competitive three-month Software Development Cell Fellowship Program
  - Achieved a 4-star rating on GeeksforGeeks (GFG)
  - Solved 250+ algorithmic problems on platforms such as CodeChef, LeetCode, and GeeksforGeeks
- May 2024  
Apr 2023 - Jun 2023