

SHARMIK HIRPARA

Software Developer

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PROFILE

Passionate and detail-oriented Software Developer with 2+ years of experience delivering high-quality, scalable software solutions. Adept in C#, .NET, SQL, and Agile methodologies. Proven ability to improve client and user experiences by maintaining legacy systems and refactoring codebases. Successfully contributed to the development of business-critical applications, including enhancements to back-end, database, and UI components.

WORK EXPERIENCE

Software Engineer at CXC, Australia

May 2024 – Present

Responsibilities:

- Maintaining legacy CRM software using **C#**, and **.Net MVC** along with **REST APIs**, and **SQL SERVER** scripts, as per the client's need.
- Collaborating with team members to plan UAT testing, software release and necessary document for release.
- Shipping small projects on time and iterating often to improve client and user experience.

Developer at TAL, Australia

Feb 2022 – Nov 2023

Responsibilities:

- Developed reliable and efficient software solutions using **C#**, **.NET MVC**, **REST APIs**, and **SQL Server**, delivering features within the required timelines and reducing technical debt by 20%.
- Maintained systems, processes, and documentation in confluence to deliver administrative processes and procedures effectively.
- Identified complex technical problems and either found resolutions myself or discussed as necessary with my manager.
- Led UAT testing, owned release planning, and post-release support, contributing to a 15% reduction in bugs reported post-launch.
- Delivered small administrative projects or the administration of larger projects so that all information is kept up to date and coordinated on behalf of the project team.

Achievements:

- Implemented key functionality for the TAL Apply Online initiative ahead of a tight deadline, contributing to a 25% increase in user adoption.
- Consistently met sprint goals, achieving an average of 80% of planned story points per sprint, showcasing adept project management and execution skills within an agile development environment.

Freelance Web Developer, Australia

Apr 2021 – Mar 2022

Responsibilities:

- Updated, modified, and extended existing websites.
- Built and maintained custom websites using **PHP**, **JavaScript**, **ReactJS**, and **WordPress** for small businesses, increasing web traffic by up to 20%
- Collaborated with the clients and other stakeholders to build efficient and reliable features.

- Tech enthusiastic keen to learn new tools, technologies, and frameworks.

Achievement:

- Learned WordPress within a month as per the client's requirement.

Software Developer at Australian Computer Society, Australia.

Apr 2021 – Jul 2021

Responsibilities:

- Wrote and maintained **Java**, and **XML** code to meet system requirements, system designs and technical specifications in accordance with quality accredited standards.
- Researched, consulted, analysed, and evaluated system program needs.
- Performed documentation support functions.
- Managed and coordinated Chatbot application team of 10 to discuss progress, team activities and agree on plans for the coming fortnight.

Web Developer Intern at Entrust ICT, VIC, Australia.

Aug 2019 – Oct 2019

Responsibilities:

- Wrote clean, well designed, efficient code using to best web development practices.
- Achieved project goal accurately and efficiently by applying data management skills while refactoring database.
- Designed and created the new website layout and user interfaces with standard **PHP** and **JavaScript** practices.
- Sharpened ownership and responsibility by reporting project progress and status to the supervisors using **Trello**.

TECHNICAL SKILLS

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|-------------------------------|----------------------|
| • C# | • Java |
| • .Net Framework | • C, C++ |
| • SQL Server, MySQL | • HTML, CSS |
| • REST APIs | • PHP |
| • Object-oriented programming | • React |
| • Git, GitHub, Bitbucket | • Team city, Octopus |

EDUCATION

Master's in Information Technology (Software Development), Swinburne University of Technology.

Feb 2018 – Nov 2019

ACADEMIC PROJECT DETAILS

Snake-and-Ladder Game (Java, Object-oriented programming)

Developed a multiplayer version of the classic Snake-and-Ladder game, utilizing Java APIs to handle game logic, user interactions, and state management. This project helped refine my understanding of object-oriented programming.

Car Park Application (Java, Object-oriented programming)

The Car Park application allows users to display available parking slots. Managers can manage parking lots which includes adding, editing, and removing parking slots. This application was also tested through unit testing, integration testing and functional testing.

Web application for Student Lab (Java web server faces, JavaBeans)

To manage labs in universities, this application offers various features. The professor can create several labs and add students according to the timetable. Application also stores the students' academic details to keep record.

Interactive Dashboard for Smart Cloud Manager (Python, R, ReactJS)

Developed a dynamic dashboard to track cloud resources and cost savings, integrating APIs to provide real-time data visualizations. Enhanced user decision-making by presenting key cloud usage metrics.