

SHARMIK HIRPARA

Software Developer

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PROFILE

Passionate and detail-oriented **Software Developer** with 3+ 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 | TAL, Australia

May 2024 – Present

Responsibilities:

- Continued maintaining and enhancing CRM software using **C#**, and **.NET MVC** along with **REST APIs**, and **SQL Server** scripts, based on client requirements.
- Collaborating with team members to design, develop, plan **UAT testing**, software release and prepare the necessary documents for release.
- Supporting data onboarding and identifying sensitive tasks for smooth transition between the modern technologies.
- Actively learning **AWS**, **Azure DevOps** and **Salesforce** and migrating legacy software to new technologies.

Achievements:

- Launched a **digital declaration feature** that simplified agents' and clients' journey, reducing policy issuance time and improving overall customer experience.

Career Break | Visited India for family reasons

Dec 2023 – Apr 2024

Developer | 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.

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:

- 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.

Achievement:

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

Software Developer | 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.
- Managed and coordinated Chatbot application team of 10 to discuss progress, team activities and agree on plans for the coming fortnight.

Web Developer Intern | Entrust ICT, VIC, Australia.

Aug 2019 – Oct 2019

Responsibilities:

- 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

Languages & Frameworks: C#, .NET Framework, Java, C, C++, PHP, React

Databases: SQL Server, MySQL

Tools & Platforms: Git, GitHub, Bitbucket, Azure, TeamCity, Octopus

Web Technologies: HTML, CSS, REST APIs

Methodologies: Object-Oriented Programming, Agile

EDUCATION

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

Feb 2018 – Nov 2019

ACADEMIC PROJECT DETAILS

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

Developed a multiplayer version of the classic game using Java APIs for game logic, user interactions, and state management, reinforcing object-oriented design principles.

Car Park Application (Java, Object-oriented programming)

Created a system for displaying available parking slots and managing parking lots (add, edit, remove). Conducted unit, integration, and functional testing.

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

Developed a university lab management tool allowing professors to create labs, assign students, and maintain academic records.

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

Built a dynamic dashboard integrating APIs to visualize cloud resource usage and cost savings, enhancing real-time decision-making.

CERTIFICATIONS

Microsoft Certified: Azure Fundamentals

Feb 2025