Sharan Shetty

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Objective

Software Engineer.

Experience

Software Intern July 2024 - September 2024

ITD CEM

- Developed and optimized 20+ SQL queries to extract, manipulate, and analyze data from relational databases, resulting in a 25% increase in data retrieval efficiency across the team.
- Identified and resolved 7+ critical bugs in existing SQL queries, improving data accuracy by 20% and reducing system downtime by 30%.
- Collaborated with a team of 3 developers to restructure a database schema, reducing query execution time by 15% and improving overall system performance.
- Assisted in the migration of 50,000+ legacy data records to a new database system, ensuring 99.9% data integrity and minimizing downtime to under 2 hours.
- Performed 10+ code reviews weekly, providing feedback that contributed to a 25% reduction in overall code-related issues and increased team productivity.

Projects

Whiteboard Application | ReactJs,TailwindCss, ExpressJs, NodeJs, MongoDB, Figma. 2024

- *Architected a dynamic whiteboard application leveraging the robust features of the RoughJS library, resulting in a 30% decrease in bug reports and a 20% increase in user productivity.*
- *Implemented features for drawing and erasing with a selection of colors.*
- *Added functionality to choose from a selection of colors for drawing.*

Sign to Text Translator | Python. 2023

- *Designed a system using OpenCV and CNN to recognize sign language and convert it to text, processing over 10,000 frames per second.*
- *Utilized OpenCV for computer vision tasks to detect and recognize sign language gestures with an average accuracy of 97%.*
- *Implemented Convolutional Neural Networks (CNN) for recognition of sign language with a validation accuracy of 98.0%, validated on a dataset of 20,000 images.*
- *Utilized Hunspell for word formation and spell checking in the translated text, achieving a correction rate of 95% for common misspellings.*

Certification

Course A-Z in AI [Udemy] 2024

Mastered AI algorithms, including Convolutional Neural Networks (CNNs) and Recurrent Neural Networks (RNNs), applying them in Natural Language Processing (NLP) tasks and reinforcement learning scenarios to optimize decision-making processes.

- *Implemented AI agent for custom Pac-Man game using reinforcement learning techniques like Q-learning and policy gradients. Achieved an average score of 2500 points in the gymnasium environment.*
- *Engineered deep learning architecture with RNNs to train AI model for performing martial arts maneuvers. Successfully executed 95% of martial arts maneuvers accurately during training.*

Key Skills

Languages: HTML, CSS, JavaScript, Python, SQL, C.
Frameworks: Reactjs, Tailwind CSS, Node.js, Express.js, MongoDB, Firebase
Libraries: Pandas, NumPy, Matplotlib, Keras, PyTorch

Education

Xavier Institute of Engineering 2021-Present

Bachelor of Engineering in Computer Science Engineering *Expected Graduation: 2025*

Nirmala Memorial Foundation College of Commerce and Science 2019-2021

Higher Secondary Certificate (HSC)