

Shivankar Sharma

Website | LinkedIn | Email

WORK EXPERIENCE

FULL STACK DEVELOPER | FREELANCE

Jan 2022 - Feb 2022

- Worked for ZEZEUSA LLC to make their ecommerce website

FULL STACK DEVELOPER | FREELANCE

Jun 2021 - Sept 2021

- Worked with different projects all around the world mainly focused on software development with mobile apps and PWAs.
- Developed an ecommerce store to sell and buy caviar.
- Developed a web app to host and let people play sports league in Canada.

VIKALP | SOFTWARE DEVELOPER

May 2018 - July 2018 | New Delhi, India

- Worked as the lead game developer and designer for an educational game to help kids better understand fundamentals of maths and science.
- Developed a new in house animation software.
- Supervised development teams to ensure the software quality required by the partners.

EDUCATION

IIITD

BACHELOR IN COMPUTER SCIENCE AND DESIGN

July 2017 - Sept 2021 | New Delhi, India

SKILLS

TECHNICAL SKILLS

Proficient with

NodeJS • ReactJS • Express.js • HTML5

CSS3 • Python • MongoDB • MySQL

Adobe Creative Cloud • Firebase • Linux

Android Development • Unity • Unreal Engine 4

Familiar with:

UI/UX Practices • Z-Brush • Substance Painter

Raspberry Pi

SOFT SKILLS

Strong

Leadership • Resourcefulness • Team Builder • Public Speaking

PROJECTS

CLAW NET | LEAD DEVELOPER

Oct 2018

FULLY DEVELOPED

- 2nd in world and 1st in Asia and Europe in ZooHackathon organised by US government and WWF.
- Post link by US Embassy
- A web tool and interactive platform that identifies web searches through "code words" commonly used to refer to illegal wildlife items. ClawNet also contains a map of trade routes for law enforcement, illustrating which buyers and sellers respond to the identified web searches.

Technologies used: MongoDB, Python, OpenCV, HTML5, JavaScript, CSS3

HCD WEBSITE FOR TCS AND IIITD | MAIN DEVELOPER

August 2018 - November 2018

- Created a website for HCD department of IIITD in collaboration with TCS India.

Technologies used: HTML5, CSS3, JavaScript

MOBOT | MAIN DEVELOPER

Jan 2018 - March 2018

- Created a play full lamp which acts as a shy full pet if you go too close to him it will hide him inside his box and when he senses you are at a safe distance it will come up again.

Technologies used: Arduino

ARCHITECTURAL VISUALISATION WITH MR | MAIN DEVELOPER

August 2019 - December 2019

- Was responsible to create a VR system to help interior designer visualize the space and help them to analyze the environment in MR to place different objects in it.

Technologies used: C#, Unity

POST APOCALYPTIC ENVIRONMENT | MAIN DESIGNER

August 2019 - December 2019

- Created a post apocalyptic environment in blender 3d.

Technologies used: Blender, Substance Painter