Shivankar Sharma

Website | Linkedin | Email | Phone

WORK EXPERIENCE

FULL STACK DEVELOPER | Visit Health
Apr 2022 - Now
- Responsible for developing and scaling the pharmacy department for visit health.
- Tech Stack: NodeJs, SQL, ReactJs

FULL STACK DEVELOPER | Freelance
Oct 2020 - Feb 2022

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

Technologies used: HTML5, CSS3, JavaScript

MOBOT | Main Developer
- 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
- 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