SHIVAM SHARMA

DEVELOPER · STUDENT · CREATOR

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SKILLS

Languages//Platforms C/C++, Swift, Go, Java, Python, JavaScript/TypeScript, HTML/CSS **//** macOS, iOS, Linux, Arduino, RPi, ESP
Frameworks//Tools SwiftUI, UIKit, Node.js, Next.js, React, MicroPython **//** Git, Jira, Figma, Xcode, CAD, Adobe CC

EXPERIENCE

ECOBEE
May - Aug 2022

Software Engineer
Toronto, ON

- Built out support for automatic trial starts for users with **GraphQL** boosting new trial starts by **80%** and increasing feature awareness.
- Acted as **Epic Lead** for push notifications, conducted investigations to ensure features were scoped out and delivered on time.
- Conducted internal demos to present business logic/features, and new developer tools to facilitate discussions and improve workflow.

WISH
Sept - Dec 2021

Software Engineer
San Francisco, CA

- Managed stable code deployment to **over 100 million active users**, implemented A/B tests and rolling-releases for new changes.
- Streamlined feature implementation timelines and improved **code reusability** by working on a centralized UI component library.
- Developed fullstack fixes and features on a monolithic **Python** backend across multiple platforms with a general focus on iOS.
- Tracked and revealed hidden performance issues and crashes by building a visibility dashboard and setting up PagerDuty alerts.

theSCORE
Jan - Apr 2021

Software Engineer
Toronto, ON

- Coordinated across PM, design, and dev teams using **Jira** and **Figma** to implement an iOS 14 Widget for **over 1 million active users**.
- Conducted workshops to streamline the team's programming workflow and reduce feature implementation timelines by over **60%**.
- Polished UX and reduced crashes for a **Swift**/**Objective-C** codebase in a four developer team using an **Agile Scrum workflow**.

PHOENIX DEV.
Mar 2019 - Jun 2020

Project Lead
Toronto, ON

- Designed an app based navigation system to guide newcomers through properties with an indoor positioning system.
- Managed a team of seven people to prototype/show the viability of our solution for over 500 venues with **over 200,000 daily visitors**.
- Integrated and designed a UX based on Apple's **Human Interface Guidelines** using **SwiftUI** and **UIKit**.

PROJECTS

SYDE'25 CLASS PROFILE
Jan 2021 - Present

Team Project - Website, GitHub

- Mentored design and dev teams to launch a responsive web app using **Next.js** for thousands of visitors.
- Constructed **CI/CD** pipelines using **GitHub Actions** to implement build tests and results on pull requests.
- Established a **Cloud Firestore** based dataflow to allow for dynamic **server-driven** content updates.
- Optimized codebase to facilitate a **75% reduction** in initial page load times by debugging and optimizing loading paths.

GOOSE BOT
Jun 2020 - Sept 2021

Personal Project - GitHub

- Developed a verification and server management system with **Node.js** to securely validate the identities of **over 700 users**.
- Architected **data structures** and a **MongoDB** database to parse, access, and save information while remaining fast and reliable.
- Investigated and implemented concurrency techniques such as **promises** to deploy a stable **server-side** program within two weeks.

HACK ATTACK - CULTURE CONNECTS
Nov 2020

Hackathon Project - Devpost

- Constructed a Next.js web-app to connect users across cultures and countries with fun interactive activities. Won 1st place.

A* PATHFINDER
Aug 2020

Personal Project - Blog Post

- Built a visualization of the A* path-finding algorithm with JavaScript to document the process of transforming complex algorithms into code with principles of **object-oriented programming**.

EDUCATION

UNIVERSITY OF WATERLOO
2020 - 2025

Candidate for B.A.Sc. in Systems Design Engineering, Honours, Co-op - [3.8 GPA]
Waterloo, ON

- Awarded the OPEFE Entrance Scholarship for outstanding high school record and extracurriculars, awarded each year to two students.
- Relevant Courses: Digital Computation (**C++**), Data Structures & Algorithms (**C++**), Digital Systems.