# Nitish Kumar Sharma

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### **WORK EXPERIENCE**

#### **SOFTWARE ENGINEER** | EMIDS Angular, NestJS, TS, MongoDB, HTML/SCSS, Agile | Oct 2021 - Present

- Developed and modified software solutions based on client requirements.
- Worked on multiple application-specific angular components with appropriate data handling techniques and proper unit tests.
- Revamped existing application screens to provide a consistent look with new designs and existing backend APIs.
- Fixed numerous UI as well as API-breaking bugs that were reported during regression cycles.
- Analyzed code complexity and requirement specifications before the actual development and grooming discussions.

#### FRONTEND DEVELOPER INTERN | Aztlan SvelteJS, HTML, Tailwind CSS, Firebase | Sep 2021 – Oct 2021

- Worked on implementing frontend for various B2B products, creating multiple reusable components in SvelteJS.
- Used atomic design for managing components and integrated firebase APIs with frontend.

#### GOOGLE SUMMER OF CODE' 19 | SPDX ☑

LaTeX, Pandoc, Markdown | Jun 2019 - Aug 2019

- Researched on finding best approach to automate the process of generating various release version files for licensing specifications.
- Built a CLI tool to convert markdown files v2.1 into PDF and HTML to circulate licenses in the community easily.
- Successfully created a LaTeX template to provide a visual stable skeleton for the output files.

### **PROJECTS**

#### FRONTEND CHALLENGES ☑

REACT, HTML, CSS AND JS

- A list of Frontend mentor challenges I implemented looking as close to the design as possible.
- Used CSS grid and flexbox to control the layout depending on users' device screen size.

REELS 🖸 REACT, FIREBASE, MATERIAL UI

- A instagram reels like web app to **upload short videos** with fully responsive UI.
- Used Firebase as backend for authentication and fetching data while mounting stateless functional components.
- Implemented Intersection Observer API on video element.

#### WHITEBOARD 2

HTML, CSS, JAVASCRIPT

- A digital drawing board app using browser Canvas API with erase, undo, redo, and sticky note functionality.
- It uses Array as a stack to store the position and attributes of strokes for undo and redo operations.
- Implemented using electron JS for cross-platform support.

#### **FDUCATION**

# B.Tech Computer Science, Inderprastha Engineering College, AKTU Class X, Class XII Andhra Education Society, ITO

Aug 2017 | July 2021 2015 | 2017

## **SKILLS**

Languages: C/C++, Javascript

Web Development Angular, ReactJS, NestJS, HTML/CSS

**Technology:** Git, Github, Linux, OOPS, Data strucutres and algorithms

#### LINKS

https://github.com/shnitish

</> https://leetcode.com/shnitish

in https://www.linkedin.com/in

/shnitish/