Shobhit Sharma

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OBJECTIVE:
Driven software engineering student with strong problem solving skills and a collaborative mindset. Eager to grow and contribute to a dynamic team in a challenging co-op/internship position.

EDUCATION:
Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Software Engineering,   *Expected Graduation: May 2026*

Salient Coursework: Software Development and Problem Solving I (Intro to Python), Software Development and Problem Solving II (Intro to Java), Intro to Software Engineering (Intro to Java Spring, REST API, JSON, Angular), Personal Software Engineering (Intro to C), Engineering Of Software Subsystems (Intro to Architectural Design, UML, Sequence Diagrams, SOLID, GRASP and Design Patterns), Web Engineering (Intro to Relational Database Management with Psycopg2 and PostgreSQL, Flask, and React.js), Software Process and Project Management (Intro to PM and Risk Mitigation)

SKILLS:
Technologies Actively Learning: PHP, JavaScript
Technologies Familiar With: C, HTML, CSS, PostgreSQL, Flask, REST API, Spring, Mockito, JUnit, Docker, JaCoCo
Technologies Proficient In: Java, Python, UNIX, MacOS, Visual Studio Code, GitHub, GitLab, Git VCS,

PROJECTS:
E-Commerce Website, Introduction to Software Engineering   August 2023 - December 2023
- Collaborated with a team of three to build a rudimentary full-stack e-commerce website representing the sale of NHL Jerseys using Angular (HTML, CSS, TypeScript) and REST APIs (Java) alongside Git for version control and GitHub as a team repository
- Implemented (both frontend and backend): a functional search bar, sorting functionality, multi-panel product browsability, add to cart functionality, user login, administrator login, customer checkout, and gift giving functionality
- Guided with OpenUP and Agile-Scrum methodologies, including Spikes, Epics, User Stories, daily standup meetings (in-class or via Slack), and visual board team organization (Trello)
- Cooperated with mock product manager (professor) to meet and understand product requirements regularly and empathize with the end users/customers as well as product owner

Personal Website, Independent   December 2023 - January 2024
- Created a basic website in HTML, CSS, and JavaScript using Git for version control and GitHub as a repository to showcase my skills and coursework, hosted live on **ss9649.github.io**

Rush Hour, Software Development and Problem Solving II   April 2023
- Engineered a JavaFX-based simulation of the "Rush Hour" game in collaboration with a team of two, employing Visual Studio Code for development and Git/GitHub for version control and repository management
- Applied the Model-View-Controller (MVC) architectural pattern and event-driven programming logic to successfully program and enhance the game's functionality