

Shobhit Sharma

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OBJECTIVE:

Driven software engineering student with strong coding skills, collaborative mindset, and a desire to learn product management. Eager to grow and contribute to a dynamic team in a challenging internship position.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

*Bachelor of Science, Software Engineering, Minor in History, Communication,
Political Science, and Computer Science*

Expected Graduation: May 2026

Accelerated Master of Science Program, Computer Science

Expected Graduation: May 2027

Salient Coursework: Software Development and Problem Solving I (Intro to Python), Software Development and Problem Solving II (Intro to Java), Introduction to Software Engineering (Intro to Java Spring, REST API, JSON, Angular), Personal Software Engineering (Intro to C), Software Engineering Freshman Seminar (Intro to teamwork, and role of a software engineer), 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 UI/UX Design)

SKILLS:

Technologies Actively Learning: HTML, CSS, JavaScript, PostgreSQL, Flask

Technologies Familiar With: Java, Python, C, REST API, Spring, Mockito, JUnit, Docker, JaCoCo Static Code Analysis

Technologies Proficient In: 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 and CSS 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