Shobhit Sharma

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OBJECTIVE:
Driven software engineering student seeking first co-op/internship in Software Engineering, Project Management, Quality Assurance, UI/UX, or Technical Writing.

EDUCATION:
Rochester Institute of Technology (RIT), Rochester, NY   *Expected Graduation: May 2026*
Bachelor of Science, Software Engineering
Minor in History, Political Science
GPA: 3.01

*Salient Coursework***:** Intro to Software Engineering (Intro to **Spring, REST APIs, Angular**), Personal Software Engineering (Intro to **C**), **Linear Algebra,** Engineering of Software Subsystems (Intro to **Architectural Design**, **UML**, **SOLID**, **GRASP**), **Applied Statistics,** Web Engineering (Intro to **Relational Database Management** with **PostgreSQL**, **Flask**, **React.js**), Software Process and Project Management (Intro to **Product/Project Management** and **Risk Mitigation**)

SKILLS:
Technologies Actively Learning: PHP, JavaScript, Figma
Technologies Familiar With: HTML, CSS, C, SQL, Mockito, JUnit, Docker, JaCoCo, Trello
Technologies Proficient In: Java, Python, UNIX, Git, GitHub, Visual Studio Code, Microsoft Office

PROJECTS:

Personal Website, Independent   January 2024 – January 2025
- 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 GitHub Pages at **shobhitsharma.me**

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

Rush Hour, Software Development and Problem Solving II   April 2023 - May 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

HONORS:
- Presidential Scholarship | Issued by Rochester Institute of Technology | August 2022 - Present
- Seal of Biliteracy Fluency in English and Spanish | Issued by New York State Education Department | May 2022