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

Bachelor of Science, Software Engineering

Minor in History, Political Science

GPA: 3.01

Salient Coursework: 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, and GRASP), Web Engineering (Intro to Relational Database Management with Psycopg2 and PostgreSQL, Flask, and 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

PROJECTS:

E-Commerce Website, Introduction to Software Engineering

August 2023 - December 2023

Expected Graduation: May 2026

- 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 2023

• 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**

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