Shobhit Sharma

(315)-399-9330 | ss9649@rit.edu| | GitHub: ss9649 | https://www.linkedin.com/in/shobhitsharmarit/ | ss9649.github.io

OBJECTIVE:
Driven software engineering student with strong coding skills, collaborative mindset, and a commitment to staying current. Eager to apply my skills and contribute to a dynamic software engineering team in a challenging co-op position for Fall 2024.

EDUCATION:
Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Software Engineering, Minor in History   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 REST API, JSON, Angular), Personal Software Engineering (Intro to C), Software Engineering Freshman Seminar (Intro to teamwork, role of a software engineer, and HTML), Engineering Of Software (SW) Subsystems (Intro to Architectural Design & Modeling), Web Engineering (Intro to Web Applications in Python)

SKILLS:
Technologies Actively Learning: HTML, CSS, Django, Flask, SQL
Technologies Familiar With: Java, Python, C, REST API
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 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)

*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 on GitHub Pages, can be seen 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.