SUDIPTI SHARMA

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TECHNICAL SKILLS

Languages	Python, C++, C#, LaTex, SQL
Software	Microsoft Excel, Git, Github, Canoe, Mobaxterm, Dremio, Airflow, Open AI
Web skills	HTML5, CSS, JavaScript, JQuery, Flask, .NET, Node.js, React.js

PROFESSIONAL EXPERIENCE

General Motors   June 2023 - Present
Software Engineer (Integration) — Data Collection (ADAS)   *Warren, MI*

- Developed features on a web server to generate optimized routes for data collection, leveraging **Python** to extract data from **Dremio** using **SQL**, enabling the operations team to create efficient routes for Roush drivers and improving operational efficiency by 50%.
- Implemented comprehensive tests for front-end **React.js** components to resolve code errors, and refactored the code adopting MVC structure to improve code stability, and reliability.
- Integrated a one-click route upload feature to Google Drive using OAuth and Google Drive API, streamlining field operations; utilized Artifactory to manage and retrieve internal libraries for reliable full-stack deployment.
- Contributed to the development of a target-based alignment method that reduced the time to align the LiDAR to the camera on a vehicle from days to under 1 hour, significantly improving system efficiency.
- Automated the CTM(Camera transform matrix) update process in the data pipeline, significantly reducing manual effort and saving valuable time.

Platform Software Developer — Software Modeling (ADAS)   *Warren, MI*

- Responsible for testing the integrity and communication of Signals and Protocol Data Units (PDUs) exchanged between ADAS components, including CAN, and Ethernet bus signals, ensuring proper data sequencing and system reliability.
- Integrated automated testing scripts for ADAS signals into CI/CD pipelines, reducing redundant manual tasks, saving a week of work, and improving accuracy by 100% and eliminating human error.
- Collaborated with modeling and development teams to ensure seamless handoff of validated models, improving system reliability and accelerating project timelines.

UNLV-Forest Inventory and Analysis (FIA)-USDA   September 2021 - May 2023
Software Developer   *Las Vegas, NV*

- Developed and designed government websites DATIM and EVALIDator using **.NET framework** and **MySQL** database, which showcase thousands of data points on forest types, tree species, land use, and related environmental metrics, used by USDA employees for analysis and decision-making.
- Assisted in improving website accessibility by implementing Section 508 compliance standards. Used tools like ANDI and NVDA to ensure usability for individuals with disabilities, including those with visual impairments.

Townsquare Interactive   September 2021 - December 2021
Digital Intern   *Remote*

- Used libraries and tools such as React, **Bootstrap, Nodejs, Express, EmailJS,** and mongoDB to create a website which was approved as a use case for the company.

PROJECTS

DFSS Project Green Belt   January 2021
- Core Affinity Automation

Social Media Application   January 2021
- Developed a full-stack web application with user registration, authentication, video upload, and chat features, while optimizing the app based on core UX principles to enhance performance and user experience.

2D Game   June 2020
- Developed a 2D shooting game in **C++** on a **Linux** environment, incorporating obstacles, enemies, and coins, while using N-curses for a GUI-like experience and debugging to resolve issues.

EDUCATION

Georgia Institute of Technology   Expected 2027
Masters in Computer Science — Computational Perception and Robotics

University of Nevada Las Vegas   Graduated 2022
B.S. in Computer Science   *3.7/4.0*