SHREYA SHARMA

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EDUCATION

University of Illinois at Urbana-Champaign   Aug 2019 - Dec 2022
Bachelor of Science in Computer Science, James Scholar, Dean's List   GPA: 3.94/4.00

SKILLS & COURSES

Languages: Java, C#, C, C++, Python, Rust, Verilog, MIPS Assembly, HTML, CSS
Technologies: .NET Core, PowerBI, Azure Cloud, Android Studio, Flask, SQL Server, Git
Coursework: Data Structures, Algorithms, UI Design, Database Systems, Computer Architecture

WORK EXPERIENCE

William Blair & Company   Chicago, IL
Software Development Intern   Jun 2021 - Aug 2021

· Built enterprise reporting platform for PowerBI Dashboards utilizing advanced querying and aggregating that simplifies tenants and enhances Investment Banking and Private Wealth Management efficiency by 25%
· Implemented automated software in an Agile environment using C# and SQL Server that maintains real-time data accuracy, consistency, and security of PowerBI assets firmwide

Digital Forces Corporation   Plainfield, IL
Software Development Intern   May 2020 - Aug 2020

· Implemented accurate automatic license plate recognition software utilizing multilayered neural networks to automate the asphalt loading process
· Configured multivariate regressions through analysis of data to increase accuracy of classifications to 99%

CAMPUS LEADERSHIP

Course Associate - CS 124/125 Intro to Computer Science I   Jan 2020 - Present

· Supervising and guiding 40+ computer science students through laboratory sessions of Object Oriented Programming in Java and Kotlin as well as Android Studio
· Engaging directly with CS 125 course instructor and graduate teaching assistant team to manage classes while providing individual help during office hours

Course Associate - CS 128 Intro to Computer Science II   Dec 2020 - May 2021

· Developing C++ curriculum with course instructor for pilot semester of second class in CS sequence
· Staffing discussion sections and running programming labs while hosting office hours for 35+ students

Project Manager/Course Staff - CS 196 Freshman Honors   Jan 2020 - Dec 2020

· Guiding 10+ students through project by developing framework, managing scope, and delegating responsibilities
· Creating lecture material and homework to improve curriculum with course staff team

PROJECT HIGHLIGHTS

ChefQL   Jan 2021 - May 2021

· Creating a web app that utilizes database capabilities using SQL and GCP
· Querying list of cooking recipes given set of ingredients and other user-inputted dietary restrictions

Flight Finder   Nov 2020 - Dec 2020

· Developed C++ program to find shortest path between airports around the world using OpenFlights dataset
· Implemented Breath First Search traversal, Dijkstra's Algorithm, and Landmark Path Algorithm

2048   Mar 2020 - May 2020

· Developed interactive 2048 game by implementing game play algorithms from scratch using C++ graphics libraries such as Cinder and Box2D
· Managed and stored data in a SQLite database while testing all code components using Catch2