Vishrut S. Sharma

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Education

- **Portland State University** — Portland, Oregon
  Master of Science - Computer Science; GPA: 3.78 — *September 2022 - Present*
  Courses: *Inter networking Protocols, Machine Learning, Computer Graphics, Computer Vision, Artificial Intelligence, Algorithms Design and Analysis*
- **N.M.A.M Institute of Technology, Nitte** — Karnataka, India
  Bachelor of Engineering - Computer Science; CGPA: 8.53 — *August 2016 - August 2020*
  Courses: *Operating Systems, Data Structures, Design and Analysis Of Algorithms, Artificial Intelligence, Machine Learning, Networking, Databases*

Skills

- **Languages**: Java, Python, C, C++, JavaScript, SQL, HTML, CSS
- **Frameworks**: Node.js, Spring MVC, Cucumber
- **Tools**: JIRA, Visual Studio, Android Studio, Eclipse IDE, GIT, MySQL, PyCharm, CodeBlocks
- **Platforms**: Mac OS, Ubuntu, Windows

Experience

- **Accenture Solutions Pvt. Ltd.** — Bangalore, India
  Application Development Analyst (Full-time) — *October 2020 - July 2022*
  - **Test Automation**: Implemented Node.js and Cucumber frameworks to Build and Refactor automated test cases for Shop Disney websites.
  - **Contribution**: Created over 300 new builds, refactored around 800 test scripts, and contributed to running automated test regressions for ShopDisney US, ShopDisney Japan, and ShopDisney Order Management System (OMS).
- **Integra Micro Systems Pvt. Ltd.** — Bangalore, India
  Intern (Full-time) — *3 June 2019 - 18 July 2019*
  - **Project Name - Twitter Integration Application**: Created an application that accesses Twitter using the REST API to read the user's timeline, search for tweets and send tweets.
  - **REST API**: Learned the basics of implementing the functions in the REST API like retrieving tweets, displaying the user's timeline, and sending tweets.
  - **Contribution**: Completed various aspects of the project including design, implementation, testing, and documentation.

Projects

- **Chess AI (Personal Project)**: A Chess AI project where the user can play Chess against an AI. Implemented the Negamax algorithm to improve AI's decision making and also implemented Alpha-Beta pruning to improve the AI's efficiency in finding the best moves. Tech: Python, PyCharm, PyGame libraries **(June '22 - August '22)**
- **Product Activation using Asymmetric Key Cryptography (Academic Project)**: Designed an application that acted as a product activation portal. The product keys were generated using the user's mac address. The program implements asymmetric cryptography to encrypt and decrypt the keys being sent between the user and the server. Tech: Python. **(January '20 - April '20)**
- **Amusement park project (Academic Project)**: This project generates an amusement park using OpenGL and showcases multiple Computer graphics concepts like Texture Mapping, Hierarchical Animated Model, Paramatric Instancing. Tech: C++, OpenGL libraries **(September '22 - December '22)**
- **Internet Relay Chat project (Academic Project)**: Developed an Internet Relay Chat (IRC) application using Python. Multi-client communication system established with central server facilitating message exchange between clients. Server acts as intermediary for real-time message relay. Users can form/join/leave chat rooms and initiate direct communication with other users. All messages sent by any user in a chat room are broadcasted to all participants in real-time. Tech: Python, PyCharm **(September '22 - December '22)**
- **Vulgar tweet identification using Machine Learning (Academic Project)**: Developed and trained a model to detect vulgar language in tweets using a provided dataset. Dataset includes significant volume of tweets from diverse users with vulgar word frequency categorized into five sentiment levels: Strongly Negative, Negative, Neutral, Positive, and Strongly Positive. Trained using Multinomial Naive-Bayes Algorithm and Long Short-Term Memory (LSTM) model. Tech: Python, Google colab, Visual Studio Code **(September '22 - December '22)**