Vishrut S. Sharma

Email: vishrutss@gmail.com
Github: github.com/vishrutss
LinkedIn: linkedin.com/in/vishrut-sharma-8703b0113
Mobile: +91-8310772603

Education

- **Portland State University** — Portland, Oregon
  Master of Science - Computer Science — *Starts 20 September 2022*
  Courses: *Theory of computation, Machine Learning, Computer Graphics*

- **N.M.A.M Institute of Technology, Nitte** — Karnataka, India
  Bachelor of Engineering - Computer Science; CGPA: 8.53/10 — *August 2016 - August 2020*
  Courses: *Operating Systems, Data Structures, Design and Analysis Of Algorithms, Artificial Intelligence, Machine Learning, Networking, Databases*

Skills Summary

- **Languages**: Python, C, C++, JavaScript, SQL, JAVA, HTML, CSS
- **Frameworks**: NodeJS, Cucumber
- **Tools**: Visual Studio, Android Studio, Xcode, Eclipse IDE, GIT, MySQL, PyCharm
- **Platforms**: Mac OS, Ubuntu, Windows

Experience

- **Accenture Solutions Pvt. Ltd.** — Bangalore, India
  Application Development Analyst (Full-time) — *October 2020 - July 2022*
  - **Test Automation**: Implemented NodeJS and the Cucumber framework to Build and Refactor automated test cases for Shop Disney websites.

- **Integra Micro Systems Pvt. Ltd.** — Bangalore, India
  Intern (Full-time) — *3 June 2019 - 18 July 2019*
  - **Project Name - Twitter Integration Application**: Created an application which accesses Twitter using the REST API to be able 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 all aspects of the project including requirements specification, 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 '22 - April '22)
- **Driver Drowsiness Detection (Academic Project)**: Designed a program to detect the drowsiness of a driver using Viola Jones image detection algorithm with the selection of the eyes and mouth. Also, added a probability function to avoid wrong detection by the program. Tech: Matlab (January '19 - April '19)
- **Race Car Simulation (Academic Project)**: Developed a program to represent a race car going around a racetrack. Used OpenGL functions for different shapes and movement of objects like the race car, road, and elements in the background. Also, showed the race car from different angles by pressing certain keys on the keyboard, using transformation techniques. Tech: C++, OpenGL functions (August '19 - November '19)
- **Twitter Integration Application (Internship Project)**: Implemented twitter's REST API functions to build an application that can login to a user's Twitter account and view their timeline, search for tweets and post tweets. Tech: Java, Eclipse IDE (June '19 - July '19)
- **Flight Booking Database System (Academic Project)**: Designed a basic database system for storing user's flight information such as name, address, destination in the database, using visual studio. Tech: MySQL (August '18 - November '18)
- **Compiler Design mini project (Academic Project)**: Designed a compiler for a particular pseudo code. Designed lexical and parser code to compile the given pseudo code. Tech: C (March '19 - April '19)