

Vishrut S. Sharma

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EDUCATION

- Portland State University** Portland, Oregon
 - Master of Science - Computer Science; GPA: 3.82 September 2022 - Present
 - Relevant Courses:** Internetworking Protocols, Machine Learning, Computer Graphics, Web and Cloud Development, Artificial Intelligence, Intro to RUST
- N.M.A.M Institute of Technology, Nitte** Karnataka, India
 - Bachelor of Engineering - Computer Science; CGPA: 8.53 August 2016 - August 2020
 - Relevant Courses:** Operating Systems, Data Structures, Design and Analysis Of Algorithms, Compiler Design, Mobile App Development, Databases

SKILLS

- Languages:** Java, Python, RUST, C++, JavaScript, SQL, HTML, CSS
- Frameworks:** React, Express, Node.js, Spring MVC, Cucumber
- Tools:** MongoDB, Jenkins, JIRA, Visual Studio, Android Studio, GIT, MySQL, PyCharm
- Cloud Technologies:** Google Cloud Platform, AWS Learner Lab, Docker, Kubernetes, Google Firebase

EXPERIENCE

- Accenture Solutions Pvt. Ltd.** Bengaluru, India
 - Test Automation Engineer (Full-time) October 2020 - July 2022
 - Responsibilities:** Implemented Node.js and Cucumber Gherkin, contributing to creating over 500 new automated test scripts and refactoring 1300 automated test scripts.
 - Contribution:** Key role in automated test regressions for multiple ShopDisney websites.
 - Achievements:** Played a pivotal role in the development of a tool that streamlined the data cleaning and formatting process for test data, resulting in a remarkable reduction of approximately 92 percent in the time required for data cleaning.
- Integra Micro Systems Pvt. Ltd.** Bengaluru, India
 - Intern (Part-Time) 3 June 2019 - 18 July 2019
 - Project Name - Twitter Integration Application:** Developed an application for Twitter integration, using the REST API to read the user's timeline, and search for and send tweets.
 - Contribution:** Gained hands-on experience in implementing REST API functions and completed all aspects of the project, including design, implementation, testing, and documentation.

PROJECTS

- Full Stack Chat Application (Personal Project):** Created a Full Stack Chat Application using the MERN (Mongo, Express, React, Node) technology stack. This application allows users to make accounts and chat with other registered users on the platform. The front end was built with React, while the back end used Node and Express to create servers and the API. The database utilized was MongoDB for effective data management. Tech: JavaScript, Mongo, Express, React, Node. **(July '23)**
- 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 **(July '22 - August '22)**
- A Text-Based Adventure Game written in RUST (Academic Project):** Developed a text-based adventure game in RUST, incorporating turn-based gameplay, player interactions, and enemy encounters. Tech: RUST. **(April '23 - June '23)**
- 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, and Parametric Instancing. Tech: C++, OpenGL libraries **(September '22 - December '22)**
- Vulgar tweet identification using Machine Learning (Academic Project):** Developed and trained a model using Multinomial Naive-Bayes Algorithm and Long Short-Term Memory (LSTM) to detect vulgar language in tweets using a provided dataset. The dataset includes a significant volume of tweets from diverse users with vulgar word frequency categorized into five sentiment levels: Strongly Negative, Negative, Neutral, Positive, and Strongly Positive. Tech: Python, Google colab, Visual Studio Code **(September '22 - December '22)**