# 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 frameworks to Build and Refactor automated test cases in JavaScript for Shop Disney websites.
- Contribution: Contributed to the creation of over 500 new test scripts, refactored around 1300 test scripts, and played a key role in running automated test regressions for ShopDisney US, ShopDisney Japan, and ShopDisney Order Management System (OMS).
- Achievements: Played a significant role in the development of a tool that expedited the process of data cleaning and formatting for test data required for a Machine Learning Application.

#### 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, search for tweets, and send tweets.
- Contribution: Gained hands-on experience in implementing REST API functions and successfully 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)