

Vishrut S. Sharma

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EDUCATION

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- **Portland State University** Portland, Oregon
Master of Science - Computer Science; GPA: 3.82 *September 2022 - Present*
Relevant Courses: Inter networking 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

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- **Languages:** Java, Python, RUST, C++, JavaScript, SQL, HTML, CSS
 - **Frameworks:** React, Node.js, Spring MVC, Cucumber
 - **Tools:** JIRA, Visual Studio, Android Studio, Eclipse IDE, GIT, MySQL, PyCharm, CodeBlocks
 - **Cloud Platforms:** Google Cloud Platform, AWS Learner Lab

EXPERIENCE

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- **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:** Contributed to the creation of over 300 new builds, refactored around 800 test scripts, and played a key role in 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:** 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

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- **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)**
 - **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, Parametric Instancing. Tech: C++, OpenGL libraries **(September '22 - December '22)**
 - **Internet Relay Chat project (Academic Project):** Built an Internet Relay Chat (IRC) application in Python, enabling multi-client communication with a central server. Facilitated real-time message relay, chat room creation, and direct user communication. Tech: Python, PyCharm **(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. 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. Tech: Python, Google colab, Visual Studio Code **(September '22 - December '22)**