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: *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

- **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

- **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

- **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. **(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)**: 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)**