Viktor Sharha

vsharha07@gmail.com | linkedin.com/in/vsharha | github.com/vsharha | viktorsharha.com

EDUCATION

University of Edinburgh Edinburgh, Scotland
Bachelor of Engineering in Computer Science *Sept. 2024 – Expected Graduation: May 2028*

EXPERIENCE

Standard Life (part of Phoenix Group) June 2024 – July 2024
Career Ready Internship *Edinburgh, Scotland*
- Curated questions for a market research study
- Explored data visualisation techniques using Excel to identify insights
- Selected suitable new content for an app
- Presented to a group of potential future users

VDrive Chip, Key & Diagnostics June 2025 – Present
Car Electrician/Mechanic Business *Edinburgh, Scotland*
- Established complete business infrastructure from incorporation through operational launch, including HMRC registration, banking setup, and accounting system implementation
- Developed comprehensive brand identity, custom website with integrated booking systems, and multi-platform digital presence
- Engineered innovative data extraction solution to recover 6+ months of historical financial records from e-commerce platforms lacking bulk export functionality

PERSONAL PROJECTS

AI Expense Pipeline | *Python, OpenAI-compatible AI handlers* July 2025
An automated invoice and receipt processing pipeline with configurable AI-driven extraction
- Built a modular pipeline to ingest PDF invoices/receipts, normalize inputs with OCR, and extract structured expense data using AI-driven prompts.
- Designed YAML-driven configurable passes with carry-forward fields, skip logic, and post-processing rules (joins, length limits, date bounds) for robust normalization.
- Implemented AI orchestration to construct prompts, call multiple providers, and map responses into typed fields; added logging and test scaffolding.

Banking System | *Java* January 2025
A banking application with a command-line interface
- Engineered a modular Java command-line banking system.
- Implemented account registration, balance operations, and timestamped transaction history
- Applied appropriate data structures and object-oriented design patterns to ensure correctness, maintainability, and extensibility

Wordle | *JavaScript, HTML/CSS* September 2024
A recreation of Wordle by NYT games
- Developed a fully functional Wordle game clone using JavaScript, HTML, and CSS.
- Implemented core game logic, including word selection, guess validation, and color-coded feedback.
- Designed a user-friendly interface with intuitive keyboard input and clear visual cues.

HangmanBot | *Python, Discord.py* August 2023 – September 2023
A Discord bot to let users play hangman together
- Designed a bot to enhance user interaction across multiple Discord communities
- Implemented a variety of commands to facilitate hangman games
- Gathered and incorporated user feedback to fine-tune features

TECHNICAL SKILLS

Languages: Python, Java, C++, JavaScript, HTML/CSS
Frameworks: React, Node.js, TailwindCSS