

Viktor Sharha

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EDUCATION

University of Edinburgh

Bachelor of Engineering in Computer Science

Edinburgh, Scotland

Sept. 2024 – Expected Graduation: May 2028

EXPERIENCE

Standard Life (part of Phoenix Group)

Career Ready Internship

June 2024 – July 2024

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

Car Electrician/Mechanic Business

June 2025 – Present

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

- Modelled a simple banking application in Java with a command-line interface.
- Implemented features including account registration, login, balance management, and transaction history.
- Used proper data structures, algorithms, and design patterns.

Wordle | *JavaScript, HTML/CSS*

September 2024

A clone 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