

# Viktor Sharha

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## EDUCATION

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### University of Edinburgh

Edinburgh, Scotland

*Bachelor of Engineering in Computer Science*

*Sept. 2024 – Expected Graduation: May 2028*

- Introduction to Computation
- Introduction to Linear Algebra
- Fundamentals of Algebra and Calculus
- Object Oriented Programming
- Calculus and its Applications
- Cognitive Science

## EXPERIENCE

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### 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

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### 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

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**Languages:** Python, Java, C++, JavaScript, HTML/CSS

**Frameworks:** React, Node.js, TailwindCSS