

Viktor Sharha

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EDUCATION

University of Edinburgh

BEng Computer Science

Edinburgh, Scotland

Sept. 2024 – Expected Graduation: May 2028

EXPERIENCE

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
- Recovered 6+ months of historical financial records by engineering a custom extraction tool, enabling accurate financial reporting

Standard Life

Career Ready Internship

June 2024 – July 2024

Edinburgh, Scotland

- Curated questions for a market research study
- Produced data visualizations that highlighted trends for internal market research
- Selected suitable new content for an app
- Presented to a group of potential future users

PERSONAL PROJECTS

WordsFrequency-POS | Python, Bash, Data Pipelines

September 2025

Cross-lingual frequency + POS dataset pipeline with normalized outputs and reproducible automation

- Created an automated ETL pipeline to merge multilingual word-frequency and POS datasets, enabling downstream NLP research and analysis (Python, Bash).
- Merged word-frequency with part-of-speech/morphology to enable queries by POS ordered by frequency for downstream NLP tasks.
- Automated end-to-end runs with CLI scripts and env-based config; implemented idempotent downloads and resume-safe processing.
- Produced reproducible, versionable artifacts suitable for batch processing and programmatic consumption.

Wordle++ | React, Redux Toolkit, Tailwind CSS, Vite

September 2025

React word game with custom hooks, animations, theming, and responsive UI

- Built a Wordle-style game with responsive UI and animations, applying React, Redux Toolkit, and TailwindCSS for state management and design.
- Centralized game state with Redux Toolkit and reactredux for guess lifecycle, validation, and keyboard state; ensured predictable updates and testable logic.
- Built responsive, mobilefirst layouts with Tailwind CSS; adaptive grid and onscreen keyboard optimized for desktop and touch devices.
- Structured reusable components and modern tooling with Vite and ESLint for fast dev builds, clean code, and maintainability.

AI Expense Pipeline | Python, OpenAI-compatible AI handlers

August 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

- Implemented account registration, balance operations, and timestamped transaction history
- Applied appropriate data structures and object-oriented design patterns to ensure correctness, maintainability, and extensibility

HangmanBot | *Python, Discord.py*

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, Bash, HTML/CSS

Frameworks: FastAPI, React, Next.js, TailwindCSS, Redux

Tools/Other: Git, Linux, OCR, OpenAI API, Cloudflare