# Rijul Sharma

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## EDUCATION

**Manipal University (MAHE)**

B. Tech (Computer Science and Communications Engineering), June 2021 C*GPA: 6.00*

## WORK EXPERIENCE

• **Trainee at Foetron Nov 2021 - Present**

Designed 2 web sites and remade one of the websites in HTML, CSS and JavaScript. Worked to make a Full stack web app with LAMP architecture and Azure Cloud backend. Configured tracking and spam protection API’s . Configured SSL/TLS 1.3, http2 (server push).

* **Intern at Foetron Feb-July 2021**

Communicate with business owners to identify needs and design a website that implements their core goal, increases online traffic. Working on office 365 admin tools.Attended numerous trainings on Teams Admin centre, SharePoint admin centre and other training pertaining to MS - 700 exam. In-depth Office 365 tools: Yammer, SharePoint, Delve, Publisher, SharePoint Designer 2013, Sway, Visio, Power BI and even more Office 365 admin tools.

* **Intern at Howdy Buddy Oct 2018- Jan 2019** Worked on Unity-VR-Application (C#). Communicated with business owners to design the MVP. Ideated the gameplay mechanics to support Low end VR devices. Designed and Developed Serene, A VR Experience to help overcome phobias through Exposure therapy.

## PROJECTS

**Projects using PHP**

* **Reversing a md5 hash**: Built a program to convert a md5 password hash into plain text. Built using 3 files – check.php, crack.php and encode.php.
* **Rock paper Scissors**: Developed the game rock paper scissors in 3 files – Login.php, Game.php and Exit.php.

The game starts with a login page and a series of 3 games is played against AI.

* **Number Guessing Game**: Programmed a random number to be the number that is to guessed.

**Projects using Python**

* **Perfect Snake AI (Reinforcement Learning):** Applied Deep learning algorithms with Keras and Tensorflow to beat the popular *Atari Game*: *Snake.* The AI can beat any snake level of x-by-x blocks. ***Tech Stack*** ***used***: Python, Keras, Tensorflow
* **Face Recognition using CV2:** Developed a program to identify faces using the python-computer-vision module CV2 in real time. It uses KNN with already existing database of grayscale images of faces to identify new ones and mark them with a coloured boundary
* **Box Racers pure python game:** Developed a 2D top-down racer game with modular levels in Python using Pygame module that render 2d elements. Made the artwork using “Tiled”. ***Tech Stack used***: Python2, Pygame, Py2exe, Tiled.

## TECHNICAL SKILLS

* **Programming Languages:** Python (Proficient),C/C++(Proficient)
* **Framework/Libraries:** React.js, Pygame, Keras, BabylonJS\*, ReactJS\*
* **Data Science:** TensorFlow, NLTK, NLP, Standard ML Algorithms (Regression, Classification, Clustering)
* **Databases:** MySQL, MongoDB, Redis, Memcached / **Servers:** Apache,Litespeed Cache for WP • **Cloud:** Azure, AWS
* **Data Analysis:** Numpy, Pandas, Matplotlib
* **Frontend:** HTML5, CSS3, Bootstrap, JS

**CERTIFICATIONS (web-links)**

* [Building Web applications in PHP](https://www.coursera.org/account/accomplishments/certificate/N8L42JHSEDT3)
* [Building a website using React](https://coursera.org/share/0be34c184819a773e7f013ef69fe1625)
* [Course on Symmetric Cryptography](https://www.coursera.org/account/accomplishments/certificate/SP5P58TY48YQ)