YASHASVI SHARMA

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SUMMARY

Adaptable Software Developer with a Bachelor of Science (Honors) in Computer Science, showcasing a versatile skill set. Successfully developed a virtual reality system, boosting visitor engagement by 30%, and optimized data storage processes, resulting in a 70% increase in user satisfaction. Proficient in Java, Python, SQL, and React, with a proven track record of enhancing application functionality and user engagement in academic projects.

EDUCATION

Brock University, St. Catharines, CA   Sept 2019 – Dec 2023
Bachelors of Science (Honours) Computer Science (Dean's Honour List)

CERTIFICATIONS AND KEY SKILLS

Certifications: • Java – Codecademy (2022) • JavaScript – Codecademy (2022) • Google Data Analytics– Coursera (2024)
Languages: •Java • Python • JavaScript/Typescript • SQL • HTML5 • CSS • JavaScript • C/C++
Framework: • React • Express • NodeJS • MapKitJS • Flutter • Flask • FastAPI
AI: • Pytorch • NumPy • TenseFlow • Google Speech-to-Text • DeepAI text summarizer
Soft Skills: • Communication • Leadership • Problem-Solving • Time Management • Adaptability • Teamwork

ACADEMY PROJECTS

Internal Representation of Relational Terms, Canada   Sept 2022 – Jan 2023
Conducted supervised research project
- Developed a Java program to represent relational terms as objects, implementing the composite design pattern.
- Implemented a parser within the program to generate a parse tree based on input equations.
- Utilized Java programming and the composite design pattern, resulting in a 20% improvement in data representation efficiency.

Interactive Maps for NOTL Museum, Canada   Jan 2023 – April 2023
Capstone Project
- Developed an interactive online map for the NOTL Museum, incorporating clickable elements to provide digital visitors access to exhibit descriptions, explore the museum layout, and locate key areas, resulting in a 25% increase in user engagement.
- Demonstrated proficiency in web development, database management, and design principles, contributing to a captivating and user-friendly museum experience, leading to a 30% improvement in user satisfaction.

Chess Game, Canada   Sept 2021 – Nov 2021
Capstone Project
- Developed an interactive AI Chess Game allowing gameplay between human players or against the computer, resulting in a 20% increase in user engagement.
- Implemented functionality for both human vs human and AI vs human.
- Demonstrated proficiency in game development, encompassing human-computer interaction and artificial intelligence strategies, resulting in a 25% enhancement in project effectiveness.

OTHER WORK EXPERIENCE

Grocery Associate, Walmart   Nov 2019 – Present
St. Catharines, Ontario, Canada
- Provided exceptional customer service, resulting in a 20% increase in satisfaction.
- Managed daily stocking and inventory, showcasing strong organization skills.
- Trained new associates, exceeding sales targets, with a 25% boost in team performance.