

Kartik Sharma

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EDUCATION

McMaster University

Sep. 2020 – May 2025

B.A.Sc. Honours Computer Science, Co-op

Hamilton, ON

- CGPA : 3.7/4.0
- Relevant Coursework: Data Structures and Algorithms, Linear Optimization, Object Oriented Programming, Operating Systems, Concurrency, Databases, Compilers, Networks and Security

TECHNICAL SKILLS

Languages: Python, C/C++, Java, GoLang, Haskell, Elm, JavaScript, TypeScript, HTML/CSS

Technologies: Angular.js, Node.js, Express.js, Django, IBM DB2, MongoDB, Bootstrap

Developer Tools: Git, Bash, Unix, Heroku, Jira

EXPERIENCE

Full-Stack Developer Intern

July 2022 - August 2022

AmimaLive | *Angular.js, Express.js, TypeScript, MongoDB, HTML, CSS, Git, Jira*

Hamilton, ON

- Developed a feature on a full-stack web application with Angular.js and Express.js
- Implemented the feature to filter posts based on various categories using custom APIs
- Incorporated support for both existing and new posts, and store the data on MongoDB Atlas
- System tested and debugged across 30 unique inputs in a team to increase robustness
- Assisted in UI design, testing of mobile application, and the release of iOS application

PROJECTS

Personal Portfolio | *Heroku, Django, Python, SQL, HTML, CSS, Git*

January 2023

- Developed a personal portfolio website using Django to showcase skills and experiences
- Linked various details and projects to enable easier access
- Deployed the Django app on Heroku Dyno and pointed the custom domain at the DNS target
- Optimized the website for mobile to be easily accessible and functional on smaller screens

Password Generator | *Django, Python, JavaScript, HTML, CSS, Git*

July 2022

- Designed and developed a web application using Python and Django web-framework
- Implemented the application to generate random password based on user's security requirement
- Integration tested and debugged across different security requirements
- Optimized the web app for mobile to be easily accessible and functional on smaller screens

Sudoku Solver | *Python, Git*

December 2021

- Designed and developed a CLI app to solve Sudoku puzzles using Python
- Used a backtracking algorithm to solve the entire board.
- Incorporated object-oriented programming principles such as abstraction
- System tested and debugged the solver across 20 unique inputs

Connect-Four Game | *Java, Git*

October 2021

- Designed and developed a connect-four game to play using command-line inputs
- Implemented the game to play between two users or between a user and an AI player
- Incorporated object-oriented programming principles such as encapsulation

HONORS AND AWARDS

- Deans Honours List 2021 | McMaster University