Suraj Sharma

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BSc (Hons) Computer Science student seeking a challenging agile team-orientated position in software application development. Aiming to gain experience in applying creative problem solving to further personal development via a consistent work ethic. An effective team member who meets professional standards by drawing on a diverse range of technical experience. Strives to utilise their experience as a Software Developer via problem-solving to craft elegant software solutions.

Education

University of Brighton, 2015-Present
- **Year 2** (achieved 1:1) selected modules:
    - **Object Orientated Software Design & Implementation**: Creating program portfolio (e.g., catalogue shop) demonstrating OO concepts such as inheritance using Java
    - **Data Structures and Algorithms**: Creating program portfolio (e.g., priority queue) using Java with data structures and algorithms
    - **Intelligent Systems**: Creating program portfolio demonstrating artificial intelligence concepts (e.g., A* Search) using Python and CLI
- **Year 1** (achieved 1:1) selected modules:
    - **Programming**: Used Java with Eclipse IDE to create a program portfolio including Code Indenter and ATM simulation programs
    - **Databases**: Used SQL, RDBMS and Microsoft SQL Server to design, implement, and manage database prototypes to generate queries and reports to identify, manipulate, and display data
    - **Web Development**: Used HTML and CSS to create a 3-page responsive, standards compliant website and used JavaScript to perform client-side DOM manipulation

Selected Work Experience

- **Android Developer**, Metricell, 2017-Present
    - **Teamwork/Communication**: Worked with mobile team to complete tasks (e.g., pair programming), liaising with several teams, etc.
    - **Development**: Development of large Android app codebases & VCS for several major geospatial intelligence data collection (e.g., several speedtests, automated network testing, etc.) products (e.g., MCC, AutoMobile, etc.) course material and general university life
    - **Problem-solving**: R&D and presentation/demonstration of several major new features to several major products (e.g., automated YouTube speedtest, multi-part network test, etc.)
    - **Competency**: Creation, modification (e.g., add new features, several app rebrands, etc.), and building of new and existing apps and product websites for major clients (e.g., EE, Tele2, etc.)
    - **Enthusiasm**: Partook in optional Metricell Google Home challenge to create a proof of concept natural language Network Service Assistant, attended Metricell Google Developer Groups, etc.
- **Computing PASS Leader**, University of Brighton, 2016-2017
    - **Communication**: Discussed problems that students were having, advised, and adapted sessions to student's needs
    - **Leadership**: Led Peer Assisted Study Sessions (PASS) with activities to help first year computing students with course material and general university life
    - **Organisation**: Maintained attendance registers, feedback surveys, and planned each session to ensure available staff and resources were optimised to meet student's changing needs

Skills

- **Languages**: Java/RxJava, C#/.NET, SQL/SQLite, JavaScript/JQuery, HTML, XML/JSON, CSS/Bootstrap, Python, C++, C, LaTeX, Bash, Batch, Assembly, etc.
- **Operating Systems**: MS Windows XP/7/8/10, Linux (Debian distros), MacOS, Android, iOS
- **Applications**: Chrome/Firefox, Android Studio/IntelliJ/PyCharm, Visual Studio, SQL Server, Git/GitKraken, VSC/SublimeText/Notepad++, CLI, MS Office (Word, Excel, PowerPoint, etc.)
- **Misc.**: Initiative, R&D, problem-solving, troubleshooting/debugging, verbal/written communication, teamwork, task and time management, etc.

Interests

- **Initiative**: Attended Entrepreneurship Hackathon to create wearable prototype concept that won 2nd place via teamwork, ideation, problem-solving, presentation, etc.
- **Community**: Attended Computing, digital, and codebar society events
- **Enthusiasm**: Attended Google Developer Group DevFests and meetups to learn about relevant novel and useful technologies/concepts (e.g., Flutter and Tensorflow libraries, Kotlin workshops, etc.)
- **Development**: Developing personal projects (e.g., personal website, Windows process/file automation, etc.)
- **Discovery**: Experimentation with new technologies/concepts via research and development of test programs
- **Application**: Study and application of music theory via guitar practice

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