

# Shreyaa Sharma

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## EXPERIENCE

### PUBLIC LAB | OUTREACHY INTERN (MAY – AUG 2020)

JS, Ruby, Jest, Puppeteer, HTML, CSS, Bootstrap

- Worked on **revamping and relaunching** many portions of the Public Lab website, and in particular, the WYSIWYG editor.
- Integrated **E2E testing** suite using *Jest-Puppeteer*.
- Improved ease of contribution, maintenance and scalability.
- Coordinated the succeeding release of Editor and compiled the release notes.

## PROJECTS

### IKAI 🗄️ | FILE SCANNING, EDITING AND SHARING APP

React Native, Django

- Ikai can **scan, edit multimedia, share files** in both online and offline mode and has the chat feature to facilitate smooth **remote collaboration**.
- Implemented offline file sharing using *TCP* and *rn-fetch-blob*.
- Won **first** prize in Office Productivity category in HAB59 hackathon.

### PINGER 🗄️ | UPTIME AND STATUS MONITORING APP

Go

- Pinger is an uptime and status monitoring app with **pluggable probes, storage backends and alerts**.
- Developed the alert system to send notifications on slack, discord and mail when status of a service changes.

### CRICLIVE 🗄️ | REALTIME CRICKET MATCH GENERATOR USING AI

Unity3D, Blender

- The cross-platform app takes text **cricket commentary as input and generates a cricket match in realtime using AI** and animations.
- Made 3D models and cricket animations from scratch using *Blender*.
- Developed for Inout7.0 hackathon and bagged **second** position.

### KIWI 🗄️ | IN-MEMORY KEY-VALUE STORE

Go

- Kiwi is a minimalistic in-memory key-value store written in Go.
- Implemented **function to add JSON support** for storing the values in JSON format and using them in Go format from a stored file.

### RASSASY 🗄️ | CANTEEN PRE-ORDERING SYSTEM

HTML, Javascript, CSS, PHP, MySQL

- Spearheaded the development of a **pre-ordering system in campus canteens** for *Winter of Code 2019*.
- Students order in advance and the canteen manager updates their order statuses. The order and order status are dynamically rendered.

### CEREBRO | MACHINE LEARNING COMPETITIONS PLATFORM

React

- Cerebro is a platform for **predictive modeling and analytics competitions** for the campus.
- Worked on the React based UI to implement lazy loading in the website and **optimise load time**.

## EDUCATION

### IIT ROORKEE

BACHELOR OF TECHNOLOGY IN CIVIL ENGINEERING

Expected May 2023 | Roorkee, India  
CGPA: 8.868 / 10.0

### ST. THOMAS SCHOOL

INTERMEDIATE

May 2019 | Ghaziabad, India  
Percentage: 95.6

## SKILLS

### PROGRAMMING

C/C++ • React Native • Go  
React • Python • Lua  
PHP • JavaScript • Java  
HTML • CSS • Bootstrap

### TECHNOLOGY

Git/Github • AWS • Linux  
UNIX • Windows  
Google Firebase • ARcore

### COMPETITIVE PROGRAMING

• **Codeforces** | 🌐 cypherean  
Max rating **1447**  
• **Codechef** | 🌐 shreyaa\_s  
Max rating **1762**

## ACHIEVEMENTS

**Inout7.0 Hackathon** | Jan 2021  
Won **second** prize with CricLive, a realtime cricket match generator.

**HAB59 Hackathon** | Aug 2020  
Won **first** prize in Office Productivity category with mobile app, Ikai.

## SOCIETIES

**Software Development Section**

Jan 2020- Present

**Programming and Algorithms Group**

Jan 2020- Sept 2020

## CERTIFICATIONS

**Blockchain Basics** | Coursera

**Introduction to Augmented Reality and ARCore** | Coursera