Purnima Sharma

Portfolio website Linkedin Github Behance purnimasharma747359@gmail.com

EDUCATION

Nitte Meenakshi Institute of Technology

Bachelor of Engineering - Information Science and Engineering; GPA: 8.86/10

July 2018 - June 2022

Bangalore, India

Bangalore, India

Kendriya Vidyalaya No.1 Jalahalli(West) 12th class; Percentage: 87.4/100

April 2017 - March 2018

Kendriya Vidyalaya No.1 Jalahalli(West)

10th class; GPA: 10/10

Bangalore, India April 2015 - March 2016

SKILLS SUMMARY

• Programming Languages: C++, Java(Familiar)

• Web Development: HTML, CSS, Bootstrap, Javascript, MySQL, JSON, REST API

• Tools and platforms: Adobe XD, Figma, Git, Github, Postman, Unity • Others: Operating System, Networking fundamentals, OOPS

EXPERIENCES

Accolite Digital (Juspay)

Software Company Apr 2022 - Nov 2022

Software Engineer Intern

o Objectives: Working on Android SDK and UPI solutions for power merchants like Amazon, Swiggy, CRED etc.

o Tech stack: Rescript, Kotlin, Android Studio

Karkhana App

Startup Mar 2021 - Jun 2021

UI/ UX Designer Intern

o Objectives: Designed web and mobile user interface design from scratch. Created both functional and appealing features addressing the client's needs which also helped us grow our customer base.

• Impact: Generated 5 paid clients and 50+ waitlist clients.

Girlscript Foundation

Web Designer Intern

Non-profit Organisation Dec 2020 - May 2021

o Objectives: Worked on re-designing "Girlscript" and "Yay" websites. Developed wireframes, visual mockup graphics, user workflows, and high-fidelity prototypes based on user-centered design principles and practices.

• Impact: Yay secured 500+ users post new design implementation.

Projects

• AR Casca (Augmented Reality): AR Casca is an augmented reality mobile application that recreates live experience of examining a real-size luxury vehicle in any location, providing users a unique chance to check out the desired car without visiting the showroom.

Tech used: Unity, Vuforia, C#, Wit AI.

• AR Learn (Augmented Reality): AR Learn is a mobile application enhancing education experience using augmented reality. It provides a visualised learning experience making it easier to understand as well as explain concepts. Tech used: Unity, Vuforia

• Design Portal (Web Development): A web app connecting authenticated users, allowing them to post designs and give feedback on other designs. Worked on Front end development of the project.

Tech used: ReactJS, Mongodb, Nodejs, ExpressJS, CSS3, Materializer

• Incognito Community Website(Frontend Web Development): Incognito Community is the college tech community, where members organize tech talks and webinars online, provide resources for every particular domain. Tech used: CSS, ReactJS, Github(deployment)

ACCOMPLISHMENTS

- Secured 1st position in open source contribution of Girlscript Bangalore's event.
- Created face filter for facebook and instagram using **SparkAR** having **2k+ users**.
- Kurakoo project got selected in Girlscript Summer of code 21 and secured 16th position out of 50 projects.
- Passed Hacktoberfest challenge 2020 with 7+ PRs merged in a month.
- Secured 5 stars in C++ and SQL on Hackerrank.