

SHIVAM SHARMA

SOFTWARE ENGINEER · STUDENT

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SKILLS

Languages C/C++, Swift, Python, Rust, JavaScript/TypeScript, Go, Java
Tools Git, Jira, Figma, Xcode, CAD, Adobe CC, macOS/iOS, Linux/Ubuntu, Arduino, Docker
Frameworks SwiftUI, UIKit, Node.js, Next.js, React

EDUCATION

UNIVERSITY OF WATERLOO 2020 - 2025

Candidate for B.A.Sc. in Systems Design Engineering, Honours, Co-op - [3.8 GPA] Waterloo, ON

- Recipient of the OPEFE Entrance Scholarship for outstanding high school record and extracurriculars, awarded to two students annually
- Relevant Courses: Digital Computation (C++), Data Structures & Algorithms (C++), Digital Systems.

EXPERIENCE

ECOBEE - SOFTWARE ENGINEER Toronto | May - Aug 2022

- Developed automatic trial starts for our iOS app with **Swift** and **GraphQL** resulting in an **80%** increase in new trial starts and enhanced feature awareness.
- Led a major project for trial push notification highlights as an **Epic Lead**, conducted investigations to ensure features were scoped out and delivered on time, and facilitated effective cross-team communication.
- Presented internal demos to introduce business logic/features, new developer tools, facilitate discussions and improve workflow.

WISH.COM - SOFTWARE ENGINEER San Francisco | Sept - Dec 2021

- Improved user retention by implementing fixes and features through **A/B tested rolling releases** to **over 100 million active users**.
- Worked on a monolithic **Dockerized Python** backend running **Ubuntu** on **AWS** while focusing on the **iOS** app experience.
- **Enhanced code modularity** and reliability while accelerating development by working on a centralized UI component library.
- Identified/tracked performance issues & reduced crashes by increasing visibility by building a dashboard and setting up alerts.

THESCORE - SOFTWARE ENGINEER Toronto | Jan - Apr 2021

- Collaborated across PM, design, and dev teams using **Jira** and **Figma** to build an **iOS 14** Widget, enhancing the user experience for **over 1 million active users** while increasing engagement.
- Conducted internal workshops to streamline our programming workflow and reduce feature implementation timelines by over **60%**.
- Optimized UX and stability for a **Swift & Objective-C** codebase in a four developer team using an **Agile Scrum** workflow, leading to a reduction in crashes.

PHOENIX DEV. - PROJECT LEAD Toronto | Mar 2019 - Jun 2020

- Led a team of seven members to prototype/show the viability of our solution for over 500 venues with **over 200,000 daily visitors**.
- Designed an app based navigation system to guide newcomers through properties with an indoor positioning system.
- Integrated and designed a UX based on Apple's **Human Interface Guidelines** using **SwiftUI** and **UIKit**.

PROJECTS

SIRIGPT

Personal Project - [Post](#)

An advanced **conversational AI** created by integrating OpenAI Completions into Siri. The project resulted in a natural, context-aware, and accessible voice-based interface for hundreds of users which optimized query costs and contextual awareness in conversations.

SYDE'25 CLASS PROFILE

Team Project - [Website](#), [GitHub](#)

Mentored design and development teams through the launch of a responsive **Next.js** web app to served thousands of users. Set up **CI/CD** pipelines, build tests, and previews on pull requests using GitHub Actions. Optimized the codebase to reduce initial page load times by **75%**.

UW ROBOTICS MARS ROVER

Team Project

Developing the UW Robotics Mars Rover software, focusing on Mars Rover's driver-interface development using **ROS2**. Designing a user-friendly control schema and driver interface, enabling seamless operation and collaboration within the multidisciplinary team.

TABLETOP GRIPPER

Course Project - [Post](#)

Engineered a gripper using **Arduino** and **C++** with optimized serial communication and servo control to accurately move objects, such as transferring a golf ball onto a target. Designed a strong metal construction to enhance performance compared to larger grippers.