

DOMINIC SHARMA

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Portfolio: <https://sites.google.com/view/domsadventure/home> • Github: <https://github.com/blue1442>

EXPERIENCE

INFOSYS LIMITED / MILWAUKEE, WI / MARCH 2021 – PRESENT

ASSOCIATE DEVELOPER

- Managed and created pipelines in Microsoft Azure Data Factory
- Worked on making a webapp that would be able to pull data from a large SQL Server.
- Certified in Java, Springboot, Angular, and Informatica

DAKOTA STATE UNIVERSITY / MADISON, SD / SEPTEMBER 2019 – MAY 2020

PLEASE FOLLOW THE INSTRUCTIONS, STUDENT GAME PROJECT LEAD DESIGNER

- Used Unreal Engine 4 Blueprints to create a PC Horror Game.
- Developed and helped create major gameplay mechanics.
- Solved major lighting issues that caused all lights to improperly function by respawning objects with many faces.
- Created monsters that spawned in unique scenarios, such as when the lights shut off or when the TV plays static.

DELUXE CORPORATION / SHOREVIEW, MN / AUGUST 2015 – AUGUST 2016

TECHNICAL ASSISTANT

- Helped any employees in fixing technical issues, from simple password changes to infected hardware.
- Managed healthy relationships with all faculty.
- Upgraded laptops of all employees from old Dell 2011 models to 2015 models, which entails inventorying all new models, transferring all data to the new models, and making sure all software is configured properly to the new hardware.

EDUCATION

FALL 2020

B.S. COMPUTER SCIENCE, DAKOTA STATE UNIVERSITY

SPRING 2020

B.S COMPUTER GAME DESIGN, DAKOTA STATE UNIVERSITY

SKILLS

- Unreal Engine 4 & 5, Unity, Gamemaker Studio 2, Blueprints, C++, GitHub, Java, Angular, Springboot