

Samarth Sharma

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EDUCATION

- University School of Information, Communication, and Technology** Delhi, India
Bachelor of Technology - Computer Science Engineering - 8.35 CGPA November 2022 - August 2026
- Kendriya Vidyalaya, Andrews Ganj** Delhi, India
Higher Sec. School - 94.2% April 2020 - March 2022

SKILLS SUMMARY

- Programming Languages:** C, C++, Python, Dart, JavaScript
- Frontend Technologies:** Flutter, BLoC, Providers, REST API
- Backend and Databases:** Node.js, Express.js, Socket.io, Firebase, MySQL, MongoDB
- Professional Skills:** Git, Problem-Solving, Teamwork, Communication, Leadership

WORK EXPERIENCE

- Infoware India** Remote
Flutter Developer Intern May 2025 - June 2025
 - Developed an offline-first inspection app with JSON-based dynamic forms, supporting custom field types without code changes and reducing data loss by 90% via Hive smart sync
 - Boosted performance with 10+ reusable components and MVVM architecture (30% code reuse), cut load times by 35% via lazy-loading and caching, and reduced APK size by 15% using R8, SVG assets, and tree shaking.
- Jaymant & Sons (OPC) Pvt. Ltd.** Remote
SDE Intern December 2024 - February 2025
 - Developed scalable, user-friendly UI/UX components and integrated REST APIs and Firebase for real-time features in a cross-platform app targeting 1,00,000+ users.
 - Implemented Bloc for efficient state management, reducing unnecessary widget rebuilds and improving overall app performance by 40%.

VOLUNTEER EXPERIENCE

- Google Developer Student Clubs** USICT, GGSIPU
Flutter Team Member October 2024 - Present
 - Collaborated with team to organize 5+ tech events and hackathons, engaging over 2,000 students across online and offline platforms.
 - Interacted with students to promote Flutter development, sharing insights and guiding hands-on learning.

ACADEMIC PROJECTS

- Brevity - News App:** [Link](#)
 - A live-updated news app delivering concise 60-word summaries, featuring infinite scrolling, category-based feeds, and customizable themes for an engaging experience.
 - Key features include an AI chatbot for news queries, robust keyword search, direct full article access, optimized image caching, bookmarking, and dynamic routing for smooth navigation.
 - Tech:** Flutter, Firebase, Shared Preferences, Go-Router, BLoC, REST API
- Doodly: Real-Time Drawing Game:** [Link](#)
 - A real-time multiplayer drawing and guessing game supporting up to 8 players per room with synchronized canvas, turn-based gameplay, live chat, and scoring system.
 - Designed a private room system with dynamic theming, custom settings, and achieved less than 150ms latency with Socket.IO communication
 - Tech:** Flutter, Dart, Node.js, Express, MongoDB, Socket.IO
- TrackMyAttendance - Attendance App :** [Link](#)
 - An attendance tracking app with Firebase integration, utilizing geolocation (Geolocator) and image capture (ImagePicker) for secure check-ins and check-outs.
 - Features include attendance history, monthly reports visualized in pie charts, location mapping, secure authentication, and user feedback through snack bars and dialogs.
 - Tech:** Flutter, Firebase, Shared Preferences, Flutter Maps.

ACHIEVEMENTS

- Secured first place in Devathon organized by Software Development Cell (SDC)
 - Selected for a highly competitive three-month Software Development Cell Fellowship Program
 - Achieved a 4-star rating on GeeksforGeeks (GFG)
 - Solved 250+ algorithmic problems on platforms such as CodeChef, LeetCode, and GeeksforGeeks
- May 2024
Apr 2023 - Jun 2023