Niall Sharma

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EDUCATION

Iowa State University (GPA 3.95) — Anticipated: May 2028
Bachelor of Science Major: Computer Science — Ames, IA
Minor: Applied Artificial Intelligence
Dean's List

TECHNICAL SKILLS

Programming Languages: Java (Advanced), C# (Intermediate), Python (Intermediate), JavaScript (Intermediate)
Development Tools: Visual Studio Code, Eclipse, JetBrains IDEs, Git, GitHub, AWS, React Testing Library, Cypress
Programming Frameworks: ReactJS, NextJS
Software: Microsoft Suite, Google Workspace, Figma

EXPERIENCE

John Deere — Urbandale, IA
Software Engineering Intern – Intelligent Solutions Group: Land Management — May 2025 – Aug 2025
- Extensively collaborated with outside teams to create robust internal Materials UI tools for developers.
- Solely designed, managed, and implemented a new React application, creating a better user experience.
- Presented application to customers and engineers garnering interest from Project and UX teams.
- Created application endpoints to store, retrieve, and parse precision agriculture data from AWS S3.
- Designed and created Unit and Integration tests using React Testing Library and Cypress Integration.
- Initiated and led the complete overhaul of numerical unit conversions within entire platform.

Iowa State University – College of Design — Ames, IA
Student Ambassador – Public Relations — Feb 2025 – Present
- Engaging in conversation with potential future faculty and students of the Game Design major.
- Coordinating exhibits and booths at university events to enhance student engagement.

Student Representative — Sep 2024 – Dec 2024
- Researching and developing tools to aid the creation of a new field of study at Iowa State.
- Professionally communicating and aiding professors and staff members to meet goals.
- Collaborating with peers and superiors on developing tools and methods to further education goals.
- Helping construct game design major at Iowa State, releasing fall 2025.

First Year Honors Research — Ames, IA
Undergraduate Researcher — Sep 2024 – May 2025
- Collaborated with professors to analyze relationships between emotions and physical spaces.
- Constructed a gamified user application to collect scientific data for research purposes.
- Named first author of the extended abstract of the paper being created during this research project.
- Research presented at international conferences around the world.

PUBLICATIONS

- **Sharma, N.**, Poplin, A., Garau, C., & Siddharth, K. (2025). *The Potential of Emotions Geogame: Mapping Emotions for Improving the Evaluation of Places.* In *Proceedings of the 2nd GeoGames Symposium.*

LEADERSHIP & INVOLVEMENT

Iowa State University
Iowa State Fencing Club – Public Safety Officer — Jan 2025 – Present
Iowa State Honors — Aug 2024 – Present
Graduate of Gavin Jerome's Comedy College — May 2025