

# Bhagya Pasawala

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Front-end developer and designer with over 5 years of experience in design, web development, and 3D. I focus on building projects that inspire me and solves a real-world problem.

## TECH STACK

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- **Languages:** JavaScript, Python, Typescript, C++
- **Technologies:** React.js, Next.js, HTML, CSS, Node.js, Express.js, Tailwind CSS, Chakra UI, Material UI
- **Database:** MySQL, MongoDB, Firebase
- **Tools:** VSCode, Git, GitHub, Agile Methodologies, Scrum, Jira
- **Design & 3D:** Figma, Adobe Suite, Blender, Unreal Engine 5

## WORK EXPERIENCE

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### Software Engineer (Remote, Canada)

Apr 2024 – Present

Puddleshaker

- Developing a **React.js app**, handling all front-end tasks, creating **reusable components**, and optimizing performance with **state management**.
- Led all debugging, testing, and code quality efforts, resulting in **zero critical bugs** and ensuring seamless functionality post-deployment.
- Achieved **75% unit test coverage** using **Jest** and **React Testing Library**, ensuring robustness across all components, while designing the entire UI/UX and branding from scratch with **Figma** and Adobe Suite to deliver a cohesive and engaging **user experience**.
- Managed the project independently, handling all **Agile processes**, including task prioritization and sprint management, ensuring timely delivery.

### Frontend Developer and Designer (Remote, India)

Feb 2022 – Aug 2022

Replete Business Solutions Pvt. Ltd.

- **Developed responsive website layouts** using HTML, CSS, and **JavaScript**, while also integrating **unit tests** to validate **UI components**, participating in **code reviews**, and debugging to ensure seamless functionality and drive a **70% increase** in leads.
- Led **Agile ceremonies**, managing **sprint planning**, **stand-ups**, and retrospectives to ensure timely delivery of features.

### Senior Graphic & UI UX Designer

Jan 2018 - Feb 2022

Various Companies

- Led web and social media design projects, increasing engagement by **55%** through responsive design and brand campaigns.
- Developed **social media creatives**, videos, and 3D animations, enhancing **branding** and driving **lead generation**.
- Contributed to **3D modeling** and **animation** projects, adding dynamic elements to branding and **video production**.
- Taught graphic design principles and collaborated on logos and marketing materials, ensuring brand consistency across platforms.

## EDUCATION

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- Ontario Post Graduate Certificate in **Interactive Media Design** (2024) (3.41 GPA)
- Ontario Post Graduate Certificate in **3D Computer Animation** (2023) (3 GPA)
- **Bachelor's in Computer Applications** from GLS University (2021) (3.3 GPA)

## KEY PROJECTS

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- **Wired:** A personal productivity tool with task prioritization, a work timer, music and a lot more.
- **Cinemart:** A movie recommendation app based on genre and IMDB rating.
- **AimTrainer:** A minimal Aim Trainer app with scoring system built using ReactJs.
- **Agency Website:** A sleek, minimal landing page for an AI company built using ReactJs and designed with Figma.
- **Weight's Fate:** Escape Survival game created for GMTK Game Jam 2024 using Unreal Engine 5 and Blueprints.
- **Protech:** Protech is a personal security app that alerts nearby users when someone is in danger.