DARSHIN VAN PARIJS

Software Engineer | darshinvp@gmail.com | Los Angeles, CA | She/Her
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Software engineer with **3 years** of experience in **JavaScript/TypeScript**, **React.js**, **Next.js**, **PostgreSQL**, **Node.js**, and **TailwindCSS**, with a prior background in architectural design at award-winning firms. I bring a strong design sensibility, iterative mindset, and collaborative approach to building and improving software.

PROFESSIONAL EXPERIENCE

QDG Health | **Software Engineer** | Remote | Pacifica, CA | Dec 2025 - Present
A comprehensive health management system that objectively measures Parkinson's disease motor symptoms.

- Building provider-facing clinical dashboards in a **Next.js and TypeScript** monorepo for a Parkinson's motor-assessment platform supporting an FDA 510(k) submission.
- Developing reusable UI infrastructure with an **MUI**-based design system, shared components, and routing/state patterns
- Prototyping and iterating on core provider workflows using **Figma** + mock data
- Implementing data visualizations with **MUI X Charts** (custom tooltips/markers, thresholds, backgrounds, zoom/pan patterns, date ranges) to surface patient mobility trends and therapy-state context.
- Integrating role-based access and auth workflows (**Keycloak** and **SMART on FHIR**) and consuming an **OpenAPI**-generated client/types layer for reliable, type-safe frontend development.

SPHERICAL STUDIO | **Front End Engineer** | Remote | Oakland, CA | May - August 2025
(Contract completed)
A small design and research studio creating open-source tools that support community-led climate infrastructure and climate resilience initiatives.

- Designed the architecture for a prototype feature panel system for the Living Infrastructure Toolkit using **Vue**, **TypeScript**, **Tailwind CSS**, and pure **CSS animations.**
- Built reusable **Vue composables** that leveraged dynamic site data for randomized content, an animated progress bar, and persistent interaction history with **local storage.**
- Developed 3-4 interactive, animated panels, including perspective card flipping, layered effects, blur-on-scroll, and randomized image transitions with Ken Burns pan and zoom effects.
- Wrote end-to-end **Playwright** tests, migrated legacy **Storybook** stories to a modern format, and resolved UI/interaction bugs across the platform.

USTRIVE | **Full Stack Engineer** | Remote | Austin, TX | February - April 2023
(Contract completed)
A nonprofit mentoring platform connecting students with volunteer mentors for college, financial aid, and early career planning

- Added and updated 15+ events to **Mixpanel** from the FE and BE to enhance analytics and more accurately track mentor and student onboarding processes

MAPISTRY | **Full Stack & Front End Engineer** | Remote | Berkeley, CA | May 2022 - January 2023
(Company-wide restructuring)
EHS compliance SaaS startup helping manufacturing facilities manage site-level regulatory requirements across air, water, waste, and safety.

- Updated the existing dashboard's form stencils, form submissions, and custom forms, using **SQL** queries and **React class methods.**

- Migrated the FE stack from **Javascript**, **Backbone, React Redux**, and **Sass** to **Typescript**, **React**, **React Query**, **Styled Components**, and **MaterialUI** with feature flag functionality and **Figma** designs.
- Implemented a new user flow on the main dashboard by organizing content into subpages, ensuring seamless functionality and integration with the existing site.
- Implemented **Jest** and **Mocha** unit tests to ensure code quality.

READY | *Front End Engineer* | Remote | New Orleans, LA | June 2020 - May 2022
(Sought larger team)
Healthcare startup providing non-emergency in-home care by sending responders directly to patients' homes.
- Developed patient registration and encounter records used by responders, supervisors, and clinicians, leveraging **React**, **Formik**, **Yup** validations, and **Jest** for unit testing.
- Implemented dynamic logic to manage visibility, accessibility, and interactivity of inputs and fields, integrating user role-based authorization with encounter and task lifecycle conditions.
- Created and updated reusable frontend UI **React** components (e.g., Pill, AlertBox, Avatar), using **Styled Components**, **Storybook**, and **Jest** unit tests, reducing development time for new features.
- Played an active role in conducting technical interviews of 15+ candidates.
- Successfully migrated the app from **Javascript**, **React**, **GraphQL**, and **AWS Amplify**, to **Typescript**, **React**, **GraphQL/Apollo Client.**

ERRUNDS | *Full Stack Engineering Intern* | Remote | New York, NY | April - June 2020
Local shopping and errands marketplace connecting customers with brick-and-mortar businesses for in-store shopping, pickups, and deliveries.
(Sought full-time role)
- Implemented new user signup functionality and authentication.
- Implemented cart screen features through the full-stack of the application using **Figma** designs.
- Implemented past orders screen display using **GraphQL** queries.
- Tech stack: **Javascript**, **React Native**, **React Redux**, **GraphQL/Apollo Client**, **Express**, **PostgreSQL**, **Sequelize**, **Node.js.**

EDUCATION

JAVASCRIPT MASTERY | The Masterclass Experience
Certificate of Completion | Remote | September 2024

FULLSTACK ACADEMY | The Grace Hopper Program Software Engineering Immersive
Certificate of Completion | New York, NY | October 2019
- HydroBud | A gamified hydration tracker
    - **React Native, Cloud Firestore, HTML/CSS, Node.js, Figma, Adobe Illustrator**
- Cindr | A social choose-your-own-adventure game
    - **React, React Redux, HTML/CSS, Node.js, Express, Sequelize, PostgreSQL, Phaser3**
- Bart's Wigs | An e-commerce wig store
    - **React, React Redux, HTML/CSS, Figma, PostgreSQL, Express, Sequelize, Node.js**

UNIVERSITY OF ARIZONA | College of Architecture and Landscape Architecture
Bachelor of Architecture | Tucson, Arizona | May 2007