Lavanya Chand

Software Engineer

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A versatile frontend developer experienced in React, TypeScript, and Next.js, skilled at building scalable and efficient applications. Adept in advanced UI frameworks, responsive design, and cross-platform optimization. Collaborative team player, delivering clean, maintainable code and impactful solutions for diverse industries.

Professional Experience

Resilience Inc.

Remote | February 2025 - Present

Frontend Developer (July 2025 – Present), UX Designer (February 2025 – July 2025)

- Contributing to the development of a climate refugee mobile app using React Native, TypeScript, and Material UI, building scalable and responsive user interfaces.
- Designed and completed Figma-based wireframes, prototypes, and user flows, which improved usability test success rates by 45% and cut onboarding friction in early testing.
- Applied UX principles (typography, color theory, accessibility) to create visually cohesive designs, resulting in a 50% faster developer handoff and fewer design-related revisions.
- Translated design workflows into functional components, streamlining cycles and supporting quicker feature rollout.
- Collaborated with designers, developers, and product managers to align UI/UX with technical feasibility and ensure accessibility for diverse users.

Skinstric Al

Remote | July 2025 - September 2025

Frontend Engineer

- Built a privacy-first skincare analysis platform using Next.js, TypeScript, and Zustand, guiding users through a multi-step onboarding flow with strict client-side validation, persistent localStorage, and intuitive navigation controls.
- Developed a robust image ingestion system using React and the MediaDevices API, enabling both base64 uploads and live selfie capture, while gracefully handling permissions and device-specific edge cases.
- Integrated with Skinstric's private API (powered by OpenAI Vision) to process facial images and display demographic, age, and gender predictions with normalized scores and precision formatting for clear user interpretation.
- Designed a responsive, Figma-faithful interface using TailwindCSS, and layered in GSAP animation timelines to create smooth transitions between loading, analysis, and results—boosting engagement with recommendation cards by 60%.
- Tuned client-server interactions and leveraged Next.js Server Components to achieve sub-2-second analysis latency, contributing to an overall detection accuracy of 98% across diverse skin conditions.

Resilience Inc.

Remote | August 2024 - December 2024

Al Software Engineer Intern

- Enhanced Al-driven features for the AIMEE mobile app, improving app stability by 35% through new user-facing functionalities and critical bug fixes.
- Built secure Firebase authentication and user management systems, reducing login errors by 40% and ensuring safe data storage across client and server.
- Developed reusable components and scalable solutions, cutting future development time by 20% while supporting product strategy and roadmap goals.

Projects (personal)

BingeBuddy (Movie Streaming Platform): Live Demo | GitHub Link

Created a fully functional search platform for movies

• Engineered & integrated a search API for movies with a fully responsive design, loading states & dynamic routing to showcase end users movies on a mass level search and showcase movies on an individual route.

Postgram (Instagram Clone): Live Demo | GitHub Link

Created a responsive social media platform inspired by Instagram (Sign-up required)

• Designed a social media app with React and TypeScript where users can create, edit, and interact with posts in a clean, mobile-friendly interface powered by Appwrite for authentication and shadon/ui for polished components.

Technical Skills

Programming Languages: TypeScript, JavaScript, HTML, CSS

Frameworks: React JS, React Native, TailwindCSS, Shadcn/ui, Firebase, Appwrite, NextJS, React Query, React Hook Form, Redux, Zustand.

Tools & Other platforms: Vercel, GitHub, Vite, Figma, VsCode, AndroidStudio, Jupyter, React Testing Libraries

Education:

Master of Science in Computer Science: Saint Louis University

January 2023 - December 2024

Other

Interest: Curious about bringing 3D animation into front-end experiences.

Hobby: Enjoy listening to podcasts about historical events and stories.