Rohit Imandi

Software Development Engineer (Frontend)

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github

Work Experience

Software Development Engineer

Savart

Hyderabad (India)

Nov 2023 - Present

- Worked as the primary frontend developer for multiple web projects, handling design, architecture, and implementation.
  - **CRM Applications (React + vite)**
    - Built and maintained two workflow CRM web-applications — one as part of a small three-member team, and another independently from the ground up based on a reusable project-directory-scaffolding template I created for new React+Vite projects
    - Created a reusable form builder using React Hook Form, shared across modules and projects.
    - Set up Storybook documentation and wrote unit tests with React Testing Library for component consistency and reuse.
    - Used RTK Query for API integration and data caching.
  - **Savart Landing Page (Next.js)**
    - Developed the new company landing page with Next.js, focusing on SEO, responsiveness, and performance (green Lighthouse scores in all categories).
    - Implemented a backend-for-frontend (BFF) layer for authentication and API integration
    - Added Razorpay integration for payments
    - Used Framer Motion for animations
    - Ensured proper API proxy configuration to avoid CORS issues, documented in internal
  - **Code Quality and Collaboration**
    - Ensured maintainability through reusable components, testing, and documentation
    - Collaborated with backend and design teams on API integration and UI improvements
    - Leveraged AI coding assistants (Claude, ChatGPT) to accelerate boilerplate generation, improve test coverage, and evaluate architectural alternatives.
- Technologies: React, TypeScript, Vite, Redux Toolkit (RTK Query), React Hook Form, Next.js, Axios, Storybook, React Testing Library, Framer Motion, Razorpay API

Relevant Projects

State Management Paradigm Comparison

Github Link

For Recruiters

- **Overview** - Compares the three primary approaches—Selector (Centralized), Atomic (Jotai/Recoil), and Pure Signal (Preact Signals)—to reveal crucial differences in performance, rendering granularity, and architecture.
- **Evaluation metrics** - Re-render Granularity, Computational Efficiency, Async Flow
- **Implementation Impact** - Developed a clear comparison of state-management paradigms based on real experiments, elevating my ability to choose the most appropriate approach for scalable, maintainable React applications.

Multiplayer Tetris Game

Github Link

For Recruiters

- **Overview** - Users can play the classic game of Tetris either solo or against friends in real-time multiplayer mode.
- **Frontend** - React + Typescript + Vite
  - 1980s style UI design
  - Caching player ticket in local storage
  - Reusable components and modular design
  - Context API for game engin
- **Backend** - Express JS and Node JS
  - Isolated database and application server
  - Cookie verification for each client
  - REST APIs to generate game room code and player ticker
- **Unit Tests** - Vitest and Jest

Education

Denmark Technical University

MSc Sustainable Energy - Electric Energy Systems Line (Thesis GPA: 10/12)

Feb 2021- Jan 2023

Bennett University

Bachelor's in Electronics and Communication Engineering (GPA: 9.8/10)

Aug 2016 – Jun 2020

Skills

- React and its core principles, Typescript, Javascript
- RESTFUL APIs integration
- State management Libraries - Redux, Zustand
- AI tools - Claude, Chat GPT, Gemini
- Accessibility and WCAG guidelines
- Testing and Documentation - Storybook, Vitest, Jest, React Testing Library
- CSS Preprocessors: SASS/SCSS
- Responsive Design using flexbox and grid

Tools

- Github and Gitlab
- Lighthouse
- Shell Scripting
- VSCode
- React Dev Tools
- Husky