

RITIKA JOSHI

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EDUCATION

University of Cincinnati

Bachelor of Science, Computer Science

Cincinnati, OH

Graduation Date: May 2024

TECHNICAL PROFICIENCIES

Languages: TypeScript, JavaScript (ES6+), Python, Swift, Java, SQL, C++

Frontend Development: React, Angular, Next.js, Tailwind CSS, Responsive Layouts (CSS Grid/Flexbox), HTML, CSS

Backend Development: Node.js, Express, Django, REST & GraphQL APIs, PostgreSQL, MongoDB

Mobile Development: Swift, Objective-C, React Native, Xcode (iOS app experience)

DevOps & Infrastructure: AWS, Docker, Jenkins, Vercel, Git, CI/CD Pipelines

AI Concepts: Generative AI awareness, RAG, Model Context Protocols (MCP)

Certifications: Microsoft Azure AI Fundamentals, IBM Enterprise Design Thinking Practitioner

WORK EXPERIENCE

JOYDROP

San Francisco, CA

Full Stack App Developer

Sep 2025 – Present

- Built and scaled a full-stack platform using Next.js, Nest.js, and Firebase to power real-time recognition and reward interactions
- Optimized frontend and backend performance, improving responsiveness by **~30%** and enhancing reliability across user sessions
- Partnered with the lead engineer to design scalable architecture supporting fast, joyful social interactions at scale
- Integrated **AI-powered text generation** features using **LLMs** to personalize and enhance user engagement across the app
- Contributed to UI/UX improvements that elevate accessibility, interactivity, and user retention through thoughtful design and iteration

Bright Mind Enrichment & Schooling

San Francisco, CA

UI/UX Web Developer

Sep 2024 – Jul 2025

- Developed and maintained donation pages, improving usability and secure payment flows, boosting conversions by **20%**
- Optimized site responsiveness and load times by **30%** by implementing optimized React components and REST API integrations
- Accelerated backend performance, cutting API response times by **35%** and lowering bounce rates by **20%** with streamlined logic
- Delivered high-performance, accessible features end-to-end, boosting site traffic and engagement by **25%**

TOYOTA

Georgetown, KY

Full Stack Developer – Production Control

May 2023 – Aug 2023

- Reduced manual errors by **20%** by designing and deploying SQL pipelines for Supplier Change Requests
- Improved process scalability and collaboration by **30%** by automating workflows with MS Azure and Kaizen methods
- Cut manual reporting efforts by **40%** by building real-time analytics dashboards with Power BI and integrating CI/CD pipelines
- Improved data retrieval efficiency by **42%** by automating supplier change request data infrastructure across 5+ teams

BECO Ventures

Singapore

UI Process Engineer

Sep 2022 – Dec 2022

- Enabled real-time monitoring of **10K+ greenhouse sensor readings** by developing a cloud-based data processing pipeline
- Increased user efficiency by **40%** by building interactive dashboards with React, Python, SQL, and MongoDB
- Streamlined reporting, cutting generation time by **30%** and improving accessibility by **55%** through real-time processing systems
- Improved product reliability and adoption by optimizing AWS infrastructure for **99.9% uptime** and refining user flows

P&G – UC Simulation Center

Cincinnati, OH

Data Analyst

Jan 2022 – Apr 2022

- Designed automated analytics with Excel VBA + REST APIs, reducing processing time by **40%** for global warehouse operations
- Produced Power BI dashboards that improved decision-making speed by **25%** across 3+ time zones
- Validated data accuracy and improved reliability by integrating PyTest and automated testing pipelines
- Facilitated multi-time zone collaboration by designing a shared analytics system, enabling consistent data entry worldwide

KROGER – Virtual Innovation Studio

Cincinnati, OH

CS Intern Kroger Plus App Team

Jan 2020 – Apr 2020

- Enhanced Kroger Plus iOS app features using Swift and UIKit, increasing engagement by **15%** and retention by **10%**
- Improved accessibility and navigation for **500K+ users**, driving a **12% boost** in App Store ratings
- Collaborated with cross-functional teams to deliver personalized, data-driven features improving overall user experience

PROJECTS

ZOOMIES – iOS Runner Game [Swift, SpriteKit, Xcode]

Sep 2025 – Present

- Built and optimized a **Swift-based** SpriteKit game with responsive physics, smooth animations, and low-latency performance on iOS
- Designed scalable game architecture and UI systems to enhance interactivity, frame stability, & player engagement across devices

CINEMATE [Javascript (ES6+), React, TypeScript, Tailwind CSS, Git]

Sep 2024 – Jan 2025

- Optimized search & API performance by building efficient filtering with ES6+ (async/await, destructuring), improving API speed by 25%
- Enhanced UX with AI-powered summaries and personalized recommendations using Retrieval-Augmented Generation