

Sarthak Kahaliya

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EDUCATION

Master of Computer Science
Virginia Polytechnic Institute and State University (Virginia Tech)

August 2021 - May 2023
Blacksburg, VA

Bachelor of Computer Science
Jaipur Engineering College & Research Centre

August 2017 – July 2021
Jaipur, India

SKILLS

Languages	Python, TypeScript, JavaScript, HTML5, CSS3, ES6, C#, GO
Libraries and Framework	React, RxDB, Redux, Next, Node.js, Express.js, Vue.js, D3.js, Cypress, Storybook, Tanstack
Database	(SQL) MySQL, (NoSQL) MongoDB, Firebase
Operating Systems	Unix (MacOS), Windows, Linux
Tools and Technologies	AWS, REST Api, Jenkins, CLI, Git, Ansible, Figma, Jira, Confluence, WebSocket, GraphQL
Other Skills	Intermediate Data Structures and Algorithms (DSA), Object Oriented Programming (OOP), Front end and Back end (Full stack)

EXPERIENCE

Lutron Electronics Co., Inc. June 2023 - Present
Senior Software Engineer – Web Platform Coopersburg, PA

- **Brief:** Responsible for architectural design and development of the Web Platform, ensuring its health, performance, and scalability.
 - Responsible for developing a robust platform from inception, aimed at enhancing user experience by consolidating all our existing applications under one cohesive platform using MFE architecture
 - Champion of project to enable complete offline support of our webapps using RxDB and developing backend support for it by changing architecture to offline-first approach to satisfy customer requirements of working at places with no network.
- **Key Initiatives & Contributions:**
 - Developed multiple Lambdas to support architectural change of front-end to be offline first experience.
 - Established the company's design system, reducing development efforts and improving user experience.
 - Guided feature teams in adopting best practices, coding standards, and architectural principles.
 - Reduced web application load times by about 70% by optimizing backend requests and rendering.
 - Improved Jenkins build efficiency by 40% through strategic parallelization of build stages.
 - Served as Scrum Master for the team, ensuring effective team coordination and goal alignment.
- **Technology & Tools:** Go, AWS, Docker, TypeScript, React, RxDB, Redux, CLI Tools, Tanstack, Cypress, Jenkins, Storybook

Immersive Analytics at Virginia Tech August 2022 – May 2023
Scientific Programmer Blacksburg, VA

- **Brief:** Developing and maintaining the code using Model View Controller architecture (MVC) for a prototype using a Microsoft HoloLens 2 device that allows embodied interaction with different kinds of 2D and 3D data visualizations based on Geoscience space dataset in a mixed reality space.
- **Technology & Tools:** Unity 3D, C#, HoloLens 2, AR/VR Technology.
- Immersive Analytics Project Website (<https://bit.ly/3pQJGUO>)

PAST PROJECTS

E-commerce Clothing Web Application (GitHub Link here) 2022

- Using ReactJS, created an e-commerce web application in which customers can explore, purchase, and personalize 1000s of clothing products. The software offers a practical means of carrying out commercial transactions online while keeping it simple for customers to place orders and handle inventories on the site. The software is designed to assist store owners in maintaining their establishments and offering customers high-quality goods at competitive costs.
- **Technology & Tools:** HTML5, SCSS, JavaScript, React, Firebase, VS Code, Figma.

Task Management System Web Application (GitHub Link here) 2022

- Implemented a fully functional Task Management System website with Authentication using PHP and MySQL. Where user can create projects and add tasks to them while also assigning and removing other users from a task or project and updates the status to 3 states - not started, in progress, or completed.
- **Technology & Tools:** HTML5, CSS, PHP, MySQLi, VS Code, Figma.

Olympics - Data Story (GitHub Link here) 2022

- Designed and constructed an Olympics Data Visualization Dashboard with a team utilizing the D3JS framework. The distribution of men and women across the past 120 years of Olympic Games is shown, along with how that distribution has changed over time. Also showcasing the countries performance throughout the time in a visually appealing way.
- **Technology & Tools:** HTML, CSS, JavaScript, D3js, WebStorm, Figma.