

Front-End Engineer (React/TypeScript) – Yash Moharir

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PROFESSIONAL SUMMARY

Front-End Engineer (React/TypeScript) and **MSCS** candidate delivering measurable UX and performance wins. Built 35+ production screens, improved page loads to under 3 s, and shipped analytics dashboards used at scale. Comfortable with code reviews, testing (Jest/RTL), accessibility (WCAG 2.1), and CI/CD on AWS/Azure. CPT-eligible; expected conferral Dec 2026; open to Seattle, Bay Area, NYC.

EDUCATION

Master of Science in Computer Science (MSCS) at **Northeastern University**, Boston, Massachusetts CGPA: 4/4 Sept 2024 – May 2026

Relevant Coursework: Web Development, Database Management Systems, Programming Design Paradigms, Analysis of Data Structures and Algorithms

Bachelor of Technology in Computer Science (B.Tech - CS) at **G.H. Rasoni COE**, India

CGPA: 8.83/10 June 2018 – June 2022

SKILLS

- Languages:** JavaScript (ES6+), TypeScript, HTML5, CSS3/SCSS, Java, Python
- Front-End:** React, Redux (RTK), React Router, Vite, Responsive Design, Component-Driven Development
- Testing & Quality:** Jest, React Testing Library, Cypress/Playwright, ESLint, Prettier, GitHub Actions (CI)
- UX & Accessibility:** Figma to code handoff, WCAG 2.1, Semantic HTML, ARIA, Keyboard Navigation, Color-Contrast Audits, Lighthouse/axe
- Performance:** Code Splitting, Lazy Loading, Memoization/Selectors, Network & Bundle Profiling
- Cloud & DevOps:** AWS (Lambda, API Gateway, DynamoDB, S3, Amplify), Azure Functions, Cosmos DB, CloudWatch, Vercel/Netlify, Git/GitHub
- Backend & Data:** Node.js, Express, REST APIs, MongoDB, SQL (MySQL/MSSQL), JSON
- CS Fundamentals:** Data Structures & Algorithms, Object-Oriented Design, Design Patterns

WORK EXPERIENCE

Front-End Engineer (React/TypeScript) at **MavTech, Remote**

June 2025 - Aug 2025

- Rebuilt 35+ Figma screens as modular React and TypeScript components with Redux; reduced time to interactive (TTI) to under 3 seconds via code splitting and lazy loading.
- Redesigned two legacy apps (40+ screens) into a modern, consistent design system; reduced onboarding time by ~30%, increased first-pass UAT sign-off to ~100%, and reduced support tickets by ~25%.
- Implemented WCAG 2.1 accessibility (semantic roles, keyboard navigation, focus management, color contrast) and responsive layouts across all pages.
- Added Jest and React Testing Library tests for core components and participated in code reviews (~6 PRs per week), raising core-component coverage to ~78% and reducing regressions by ~30%.
- Built 8+ interactive dashboards; improved reporting efficiency by ~60% using memoized selectors and virtualization.

Junior Software Engineer (Full-Stack) at **Cognizant Technology Solutions, India**

Jun 2022 - May 2024

- Designed the UX and built MedScan, a React + TypeScript universal health record system on Azure Functions and Cosmos DB; managed 10,000+ patient IDs and reduced record-retrieval time by ~40% on key queries.
- Reworked the product's information architecture and design system (tokens, spacing, typography) across 40+ screens; reduced user onboarding time by ~30%, achieved ~100% first-pass UAT, and reduced support tickets by ~25%.
- Integrated an AI assistant (Azure AI) with Azure Vision for MRI/X-ray analysis; reliably handled 300+ data queries per day with per-section "Analyze" actions and conversational history.
- Applied accessibility (WCAG 2.1) across core flows and ran Lighthouse/axe audits; achieved accessibility score ≥95, implemented semantic HTML, keyboard navigation, focus management, and color-contrast fixes.
- Drove quality and reliability: added ~24 Jest/RTL tests and 4 Playwright end-to-end flows (auth, records search, appointment add, export), raised core-component coverage to ~76%, reduced regressions by ~30%, reviewed ~7 PRs/week, and established GitHub Actions CI (lint, test with coverage, build).
- Improved front-end performance with SCSS + Vite, code splitting, lazy loading, and memoized selectors; targeted TTI under 3 seconds and Largest Contentful Paint under 2.5 seconds on key pages.

PROJECTS

Kanbas — Course Management System (React, TypeScript, Redux Toolkit, Node/Express, MongoDB, Vite, SCSS) — [GitHub](#)

- Built a reusable component system (forms, tables, modals) with RTK slices/selectors and guarded routes; standardized patterns across the app.
- Testing & quality:** ~20–30 Jest + React Testing Library tests for core components; core-component coverage ~76–82%; ESLint/Prettier enabled.
- Accessibility:** fixed labels, focus handling, and contrast per WCAG 2.1; Lighthouse accessibility score ≥95 on core pages.
- Performance:** code splitting and dynamic imports; bundle size ~25%, TTI < 3 s on key pages.
- CI:** GitHub Actions running lint, tests with coverage, and build on pull requests.

Tile Slide — Web Puzzle Game + AWS (HTML/CSS/JS, AWS Lambda, API Gateway, DynamoDB, S3, Amplify) — [GitHub](#) (AWS Game Builder Challenge submission)

- Implemented a deterministic 6x6 grid engine with a level builder and leaderboards; validated level solvability before publish.
- Deployed a serverless backend on Lambda, API Gateway, DynamoDB, and S3 via Amplify; secured endpoints with IAM and input validation.
- Added basic CloudWatch metrics and logs for errors and latency; observed ~500–1,000 API calls per day during playtests.
- Optimized UX with lazy assets and lightweight state updates; time to interactive < 3 s on key flows.

MedScan — Universal Health Record (React, TypeScript, Vite, Redux, Azure Functions/Cosmos DB, Azure AI): 40+ screens with a design system; AI "Analyze" per section; WCAG 2.1 fixes (Lighthouse ≥95) and TTI < 3 s (see Work Experience). [GitHub](#)

Detectd — Deepfake Detector (React, Python, Azure): Microsoft Imagine Cup **National Winner** and **World Finalist** (Top 12 of 40,000+ teams); AI-powered media authenticity checker with a React UI and inference backend.

ACHIEVEMENTS

- Microsoft Imagine Cup — National Winner & World Finalist (Top 12 of 40,000+ teams) for Detectd (AI deepfake detector).
- Most Valuable Feedback (4×) across AWS Game Builder Challenge, GitHub Copilot Hackathon, and Reddit Game Hackathon.
- Best UI Design — BC Hacks 2.0 (International); 4th Place — HackMol 2.0 (NIT Jalandhar).
- Research (IEEE, 2021): "[SYNGEN: Synthetic Data Generation](#)" (published at an IEEE venue).