Gautam Naik

Frontend Developer & Designer

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🙏 Panaji - Goa

ACHIEVEMENTS

- Converted the existing website into a white label website for B2B customers. It saved 80% development time for onboarding new customers.
- Implemented a shirt designing feature that extended to cups and mobile phone covers. It reduced the dependency on paid external services.
- Implemented personal blog with the primary aim of spreading knowledge of VIM editor, CSS, and to test personal technical skills.

TECH STACK



TOP PROJECTS

Grassdoor

Grassdoor is a web platform that allows users to place orders for medical supplies and get them delivered at home.

Role: UI designer and Frontend Developer

Technologies Used: ReactJS, NextJS, ES6, Webpack, Bootstrap, Adobe XD, Illustrator

Meet & Greet

Meet & Greet is a platform where users can create blog posts, live events that can then be accessed by other users.

Role: UI designer and Frontend Developer

Technologies Used: PHP, Bootstrap CSS, Javascript, Photoshop, Illustrator

Automated Trading System

Personal project that automates placing orders on stock markets, squaring off trades and saving trade data to DB. The system scans daily price data along with other market data to come up with trade signals.

Technologies Used: AWS, Python, Pandas, Puppeteer, Dynamo DB, AWS CDK, AWS Lambda functions

SUMMARY

Frontend Web Developer and UI/UX Designer having 7 years of experience in diverse areas of web development process, prototyping, UX/UI design, user needs research and branding.

Being both Designer and a Developer gives me added advantage in the form of more control over the interface designs and their implementations.

EXPERIENCE

Frontend Developer & Designer

Grassdoor

APRIL 2017 - PRESENT

- Designed and developed a responsive website, its corresponding admin portal frontend for an e-commerce platform keeping in focus the user experience and following strict SEO quidelines.
- Used data from various analytics tools to gauge user behavior and acted upon those insights to improve the web app.
- Handled UI/UX design of various modules/features for mobile and web apps thereby, reducing development time by decreasing rework.
- Conducted multiple interviews for the role of web designer and frontend developers.
- Managed and mentored a team of 5 developers.

Frontend Developer & Designer

Genora Infotech

AUGUST 2015 - MARCH 2017

- Designed and developed frontend of websites, admin portals & web apps using technologies like HTML, Angular Material, Vanilla Javascript, and CSS frameworks like Bootstrap, Foundation.
- Handled UI/UX design for mobile and web apps using Adobe Creative Cloud and other wireframing tools.
- Designed banners, infographics, and other promotional material for the company

Bachelors in Computer Engineering

Padre Conceicao College of Engineering

JUNE 2011 - JUNE 2015

• Final Year project was a game developed using Unity3D game engine

MORE ABOUT ME

- I like to learn new things. I am currently learning about finance and trying to understand machine learning.
- I keep myself updated on various new technologies by reading blogs and subscribing to various newsletters.
- When bored of the above things, I design 3d stuff in Blender.