Khanjan Jha

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EXPERIENCE

*Software Development Intern (Product Team) — **CARS24*** 02/2025 – 11/2025

- **Developed an end-to-end operational dashboard** for ground teams, working with backend engineers to architect APIs and workflows—now used daily in 200+ cities users to track activities and update tasks, improving operational efficiency by **~50%**.
- Built **GridBuilder**, a reusable data-grid generator powered by API-driven configuration, improving cross-project UI consistency and reducing development time by **40%**.
- Collaborated with users (support, field teams, admins) to identify workflow issues and translate pain points into meaningful product improvements while upgrading and maintaining multiple internal dashboards and admin panels for better performance and usability.
- Integrated React Three Fiber + Three.js into production apps, enabling real-time 3D rendering with optimized FPS and lower GPU load.
- Contributed to **Orbit (Cars24)**, building interactive 3D car-visualization features (orbit controls, HDRI lighting, GLTF optimization), improving user engagement by **20%** and supporting a monthly traffic of **~18,000 active visitors**.

*Full-Stack Developer Intern — **ALTIE Reality*** 05/2024 – 07/2024

- Developed a sleek, modern, and responsive design using React.js, Three.js, and GSAP for the LearnXR Project, integrating 3D models and ensuring cross-device compatibility.
- Engineered a cutting-edge 3D website with stunning visuals, seamlessly integrated backend services, and secure Google authentication for the IN3D.Ai Project.

EDUCATION

Batchelor of Technology, Information Technology, 2021 – 2025 | Kota
Rajasthan Technical University

PROJECTS

3D Car Simulator

- Developed an interactive 3D car simulator using React Three Fiber with dynamic car and environment swapping, enabling users to switch between **10+ models/scenes** combinations in real time.
- Implemented GPU-optimized post-processing effects (Bloom, SSR, Tone Mapping) and refined lighting, improving visual fidelity while maintaining a stable **60 FPS** experience.
- Reduced initial load time by **40–50%** through lazy-loading GLTF models, scene graph optimization, and compression techniques.
- Added smooth camera transitions and micro-interactions using GSAP/React Spring, enhancing overall user engagement and perceived responsiveness by **~45% (READ MORE)**

Movie App

- Built a dynamic, fully functional movie discovery app with seamless integration of **TMDB APIs**, enabling real-time fetching of trending, popular, and search-based movie data.
- Implemented **Redux Toolkit** for scalable, predictable state management, reducing API overfetching by **35%** and improving overall app responsiveness.
- Designed and optimized infinite scrolling and debounced advanced search, allowing users to explore **thousands of movies** without performance drops.
- Added features like HD trailer playback, detailed movie pages, and category-based filtering, improving user engagement

SKILLS

Frontend Development

- React.js, Next.js, JavaScript
- Tailwind CSS, Three.js WebGL,
- React Three Fiber,Custom Shaders

Backend Development

- MERN Stack (MongoDB, Express, React, Node.js)
- Git, GitHub (Version Control)

RE-IMAGINE HACKATHON

- Re-created the Jaguar website for the competition, which led to advancing to Round 2 ranking 35/190. Integrated immersive 3D elements using React Three Fiber and Three.js to enhance the website's design and user experience