Nitesh Sharma

Frontend & Fullstack Developer

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OBJECTIVE

Skilled Front End Developer with **2+ years** of experience in building responsive, cross-browser compatible web applications using **React**, **JavaScript**, and modern web technologies. Proven track record of optimizing web performance and contributing to increased client conversions through user-friendly interfaces.

PROFESSIONAL SUMMARY

- Worked as **Developer IT at VWITS** in Pune.
- Comprehensive knowledge of full **Software Development Life Cycle**, including **understanding user** requirements, writing code, conducting thorough testing and ensuring the seamless integration of software components.
- Expertise in **leading cross-functional teams** and fostering collaboration to drive **successful project outcomes**, leveraging expertise in Agile Scrum methodology.
- **Updated knowledge by studying state-of-the-art development tools**, programming techniques & computing equipment, participating in educational opportunities, reading professional publications & maintaining personal networks.

SKILLS

Programming Languages	Front-End Development	UI Frameworks
JavaScript, Rust, C++, Python.	ReactJS, NextJS, Leptos.	Material UI, Radix UI, Tailwindcss.
Backend	Performance Optimization	
Node.js, Express.js.	Lazy Loading, Code Splitting, Caching, PWA.	Database MongoDB, MySQL, SurrealDB.
Testing	6,	<i>5) ; c)</i>
Test-Driven Development (TDD),	Tools	Agile Methodologies
Jest, React Testing Library.	Git, npm, Webpack, Babel,	Scrum, Kanban, Agile Project
	Cargo, Trunk.	Management.

WORK EXPERIENCE

Developer, Volkswagen Group Technology Solutions India

Aug 2022 – Jul 2024 | Pune, India

Skills: Javascript, Rust, React, PowerBI, Power Automate, Python, nodejs, Problem Solving.

- Engineered and maintained responsive, cross-browser compatible web applications using React, Material UI, and modern JavaScript features.
- Implemented Test-Driven Development (TDD) practices using Jest and React Testing Library ensuring code quality and maintainability.
- Participated in daily Scrum meetings, consistently meeting sprint goals and improving team velocity by 15%.
- Worked together with backend developers to integrate RESTful APIs and optimize data fetching for improved performance.

Game Developer Internship, DesaniXR

Dec 2021 - Apr 2022 | Remote

Skills: C#, Unity, Multiplayer Systems, Team Collaboration, Problem Solving.

- Developed **3-5 modules per day** for a multiplayer game using Unity and C#, demonstrating rapid prototyping and iterative development skills.
- Collaborated with a diverse team to create engaging gameplay mechanics and optimize game performance, contributing to a **25% increase** in user retention.
- Gained practical experience in game development best practices, version control, and Agile methodologies.

FREELANCE PROJECTS

Frontend Developer, *Phoenix Consultant ∂*

Aug 2024 – Sep 2024 | Remote

Skills: React, Material UI, Swiper, Scrum meetings, Javascript, HTML5, CSS3, nodejs.

- Developed and implemented a complete frontend solution using React, Material UI, and Swiper, resulting in a **30% increase** in user engagement and a **20% increase** in client acquisitions.
- Optimized website performance through lazy loading, code splitting, and caching techniques, **reducing page load times by 25%**.
- United with cross-functional teams to deliver projects on time and within budget, leveraging Agile methodologies like Scrum and Kanban increasing 10% efficiency.

PROJECTS

Bot AI *⊗* Sep 2024 – Oct 2024

Skills: HTML5, CSS3, Javascript, Reactjs, nodejs, Material UI, Responsiveness, Condition Rendering, Component Reusability, Customizing Third-Party Components, Deployment.

- Developed a React-based AI chatbot application with real-time feedback functionality.
- Executed modern UI/UX design principles, increasing user engagement by 35%.

Medify *⊗* Aug 2024 – Sep 2024

Skills: Conditional Rendering, React State & Props, Event Handling, LIFECYCLE METHODS, Responsive Design, localStorage, Deployment.

- Built a React application for booking medical appointments, integrating with backend APIs.
- Implemented state management and routing, resulting in a seamless user experience.

Qtify *P* Jul 2024 – Aug 2024

Skills: ReactJS, Swiper, Module-scoped CSS, Flexbox, CSS variables, Conditional Rendering.

• Integrated with backend services to dynamically load and display music data.

Qkart *⊗* Jun 2024 – Jul 2024

Skills: React Hooks, Forms, Controlled Components, REST, JSON, Error Handling, Developer Tools, ES6, Debouncing.

- Developed core e-commerce functionalities including authentication, shopping cart, and checkout.
- Utilized REST APIs for dynamic data loading, improving application performance by 30%.

EDUCATION

Savitribai Phule Pune University, B.E. in Computer Science

2018 – 2022 | Pune, India, 85%

- Third Year Project: Full-fledged multiplayer game using UE 4 annd C++ engaging 120+ users.
- Final Year Project: AI-powered book and song summarization tool using Natural Language Processing converting 5000+ lines to 50 lines or less.

CERTIFICATE

Master Coding ∅ | Ultimate Rust ∅

ACHIEVEMENTS

Product *⊘*

Creator of a successful product built with Unreal Engine 5 and C++.

Problems Solved $\mathscr D$

Solved **400+ problems** on Leetcode and code chef combined using multiple programming languages, demonstrating strong algorithmic skills.

Game Engine *⊘*

Made **Game Engine** using Rust using ECS paradigm which **reduced file size by 98%**. (On going Project)