Nitesh Sharma

Frontend & Full Stack Developer

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Professional Summary

Highly 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.

Skills

Programming Languages: JavaScript, Rust, C++, Python.

Front-End Development: ReactJS, NextJS, Leptos.

UI Frameworks: Material UI, Radix UI, Tailwindcss.

Backend: Node.js, Express.js.

Performance Optimization: Lazy Loading, Code Splitting, Caching, PWA.

Database: MongoDB, MySQL, SurrealDB.

Testing: Test-Driven Development (TDD), Jest, React Testing Library.

Tools: Git, npm, Webpack, Babel, Cargo, Trunk.

Agile Methodologies: Scrum, Kanban, Agile Project Management.

More: Responsive web design, Problem Solving, Time Management

Work Experience

Developer
Aug 2022 – Jul 2024
Volkswagen Group Technology Solutions India
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
Dec 2021 – Apr 2022
DesaniXR
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 ⬈
Aug 2024 – Sep 2024
Phoenix Consultant
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 ⧉   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

B.E. in Computer Science   2018 – 2022
Savitribai Phule Pune University   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 Developed ⧉

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

Problems Solved ⧉

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)