

SKILLS

Frontend: JavaScript (ES6+), TypeScript, React, HTML5, CSS3, SASS/SCSS, Webpack, Jest

Backend: Node.js, Python 3, Nest.js, TypeORM, Flask-Restful, PostgreSQL, AWS, S3

Design: Balsamiq Mockups, Sketch, Adobe Experience Design, Adobe InDesign

Other: Agile Methodologies, JIRA, GitHub, GitLab, BitBucket, Recruitment Interviewing

EDUCATION

NORTHWESTERN UNIVERSITY

Master of Science in Computer Science

Evanston, IL

Sep 2020 – Current

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

Bachelor of Science in Computer Science, Informatics Minor

Champaign, IL

Aug 2013 – May 2017

WORK EXPERIENCE

EGEN SOLUTIONS – FANFOOD

Software Developer

Naperville, IL

July 2019 – June 2020

- In a project comprised of 2 mobile apps, 2 PWAs and an API, took full ownership of the administrative web application and managed 2 developers to build, test and deploy a live production application in less than 3 months.
- Integrated and automated the use of Thermal Sticker Printers within our JS web application to dynamically print receipts, allowing for easy scaling and beta-testing at 3 venues including a large-chain hotel.
- Implemented user role-based render of UI on a React.js web application currently in use by over 200 venues across US and UAE.
- Implemented localization in a short timeframe to enable usage of the product internationally in an agile manner to accommodate for the large demand presented due to COVID-19.
- Implemented components giving users the ability to create different product combinations, dynamic location hierarchies and marketing modules within the web application.
- In a 2-person team, gave demos of the production software system in real-time to over 60 other people at company events multiple times to showcase new features worked on by the team.

ILLINOIS ROCSTAR

Web Developer → Front End Software Engineer

Champaign, IL

Oct 2017 – July 2019

- Introduced the concept of Low-Fidelity and High-Fidelity prototypes and created a streamlined process from design to development, allowing more design iterations. Thus, ensuring the build of a well-tested, quality product to encourage widespread use of scientific modeling and simulation codes.
- Developed custom UI for simplifying running complex and powerful command line interface scientific tools to promote industry-level use in the government and the scientific community of a SaaS product.
- Created schemas to make the transition from a monolithic to microservice based architecture, to facilitate scalability and maintainability of our newer features. Refactored API routes to take advantage of database relationships to optimize insertion and retrieval for more focused and discrete data.
- Identified and wrote test plans for conducting user testing using Low-Fidelity mockups and A/B Testing on production-ready web application while working with a student-group from UIUC to gauge customer retention and pathways for new features.

- Worked with designers on creating a modern and aesthetic look for all public-facing pages, and implemented the design overhaul in under 3 months.
- Assisted team lead in improving use of automated testing, and achieving unified coding standards for the team to follow. Mentored interns in proper development practices, including CI/CD principles, UI standards, UX principles.

CUC FAB LAB

Volunteer → Lab Assistant → Summer Camp Counselor

Champaign, IL

Jan 2016 – Oct 2017

- Encouraged iteration as an integral part of product innovation by building physical demos and perfecting the product over several cycles.
- Integrated principles of design thinking and engineering using MIT's Fab Lab program guidelines and provided consulting services to community patrons on the use of the best tools and technologies for their projects/products.
- Designed and conducted a 5-day summer camp featuring Robotic Plushies made using Sewable Circuits and LEDs, and Arduinos and Servos for kids of ages 10 – 13 years old.

MICROSOFT GLOBAL DELIVERY SERVICES

UI/UX Intern

Hyderabad, India

May 2016 – Aug 2016

- Designed mockups with a mobile-first approach based on client requirements and converted them into fully functioning UIs using JS frameworks.
- Used client feedback to perform several iterations on designs to deliver clean, cross-browser compatible Proof-Of-Concepts, leading to the multinational client choosing our approach for their new project.

PROJECTS

MEHU

UX Designer and Front-End Consultant

Champaign, IL

Jun 2017 – Feb 2018

- Created user personas based on existing user base of 3,000 people, and interviewing existing clientele for revising user flows and scope of the mobile application that came out of a small local start-up.
- Designed over 100 mobile screens modeling workflows based on peer-to-peer commerce for three different types of users (clients, stylists, and business owners), increasing awareness of the different role types and allowing users to switch roles with ease.
- Performed technical analysis on existing user flows while identifying bottlenecks and iterating on them to produce highly efficient onboarding and increase user retention.

PUSTACK

UI Designer and Developer

Champaign, IL

Oct 2016 – Feb 2018

- Developed a single-page web application for an online education platform revolving around existing YouTube content for Indian students in grades 9-12.
- Designed Low-Fidelity and High-Fidelity UI mockups, and developed UI while performing user testing on Proof-Of-Concept for better usability with a partner.
- Redesigned the official logo for the web and Android mobile applications. Created marketing strategies to increase existing user base while allowing for horizontal expansion in the education platform space with a partner.