

Sudhanshu Basuroy

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EDUCATION

University of Illinois Chicago

Master of Science in Computer Science

Chicago, IL

Aug 2022 – May 2024

SRM Institute of Science and Technology

Bachelor of Technology in Computer Science Engineering

Chennai, India

Jul 2018 – May 2022

TECHNICAL SKILLS

Languages: JavaScript (ES6), Python, Java, TypeScript, C#, Dart, HTML, CSS, SQL

Web Technologies: ReactJS, NodeJS, ExpressJS, VueJS, Spring Boot, jQuery, Tailwind CSS, FastAPI, REST APIs

Databases: MongoDB, PostgreSQL, MySQL, Firebase Firestore

Tools: Git, Jira, Figma, Postman, Swagger, Trello, Miro

EXPERIENCE

Frontend Development Intern

Oct 2022 – Feb 2023

Technology Solutions, UIC

Chicago, IL

- Raised the performance score from ~**25** to ~**55** on Google Lighthouse for the UIC.edu website's **Vue** frontend by optimizing for speed
- Reduced the load time from **6.8s** to **3.2s** by implementing lazyloading for off-screen components
- Decreased network overhead from **3.9MB** to **436KB** by restructuring CSS imports to reduce redundancy when lazyloading components

Back-end Development Intern

Nov 2020 – Apr 2021

Weber Mobility AB

Remote

- Designed and implemented cloud functions using **Firebase Cloud Functions** for an IoT electric scooter, enabling control of the vehicle's operation through a mobile application
- Utilized **Firebase Firestore** and **Firebase Realtime Database** to architect noSQL databases, enabling real-time monitoring of scooter status

UI Design Teaching Assistant

Sep 2023 – Dec 2023

Department of Computer Science, UIC

Chicago, IL

- Assisted with lectures and tutoring, and collaborated with faculty for course management
- Assessed assignments and exams, provided constructive feedback and maintained grading records
- Held regular office hours for student consultation, and offered guidance on UI methodologies and standard practices

PROJECTS

PictoVerse Puzzle | Vite, React, TypeScript, Firebase Auth, Firestore

[GitHub](#)

- Created a browser based multiplayer game that allows players to guess phrases based on emojis in real-time
- Built the front end using **Vite** and **ReactTS** and designed a **NoSQL** database using **Firebase Firestore** for data storage and real-time access
- Managed user authentication and authorization using **Firebase Auth JSON web tokens**

Starry Night | Unity, C#, Pandas, CAVE2, VR

[Website](#)

- Recreated night sky in **UIC CAVE2 VR** environment using real star data from **ATHYG-Database**
- Developed **C#** scripts for generating stars and constellations, and implemented **animated** visualizations of star velocities.
- Crafted **Python** scripts to clean and prepare star data using **Pandas**

What's Cooking | Flutter, Dart, Edamam API

[GitHub](#)

- Developed a **cross platform** mobile application using **Flutter** to recommend new recipes to users based on available ingredients
- Integrated the **Edamam API** to browse through and discover new recipes

Mailman | Node, Express, Mongo, REST APIs

[GitHub](#)

- Scripted backend REST APIs using **FastAPI** for a bulk mailing service allowing users to schedule recurring mails to be sent to multiple addresses simultaneously
- Created a database using **Mongo Atlas** and wrote APIs using **Node.js** and **Express.js**