

Rahul Mishra

Tech Lead (11 Yrs Exp)

Mobile: xxxxxxxxxx

E-Mail: xxxxxxxxxx



Career Journey:

[LambdaTest](#)

Tech Lead
SDE2

June 2022- Currently Working

[LogicHub](#)

Tech Lead
SDE2

Dec 2021 - May 2022

[VectoScalar Technologies Pvt. Ltd.](#)

Team Lead
Sr. Software Developer
iOS Developer

Sept 2015 - Dec 2021

Apr 2020 - Dec 2021

Jan 2018 - Mar 2020

Sep 2015 - Dec 2017

[Triffort](#)

Worked as an iOS Developer

June 2014 - Aug 2015

Soft Skills:

Languages: Javascript | C | Objective-C |

Libraries : ReactJS | React Native | TypeScript | Redux | Thunk | Saga | MST | VueJS |
Redux Toolkit | NextJS | NuxtJS | CSS | SCSS | Tailwind CSS | Bootstrap |
NodeJS | PHP | NodeJS

Package Managers: Webpack | Vite

Database: MySQL | Core Data

Testing: Karma | Jasmine | Jest | React Testing Library

AWS Services: EC2 | EBS | Code Pipeline | Code Build | S3 | Lambda

Code Versioning: Git

Education Summary:

- BTech.(Information Technology) with 74% agg. from SIET Allahabad, Affiliated to UPTU (Now AKTU) (2010-2014)
- Secondary Education from KV Ranikhet with 72% (CBSE Board)
- High School from KV Ranikhet with 71% (CBSE Board)

Key Roles and Responsibilities:

- Implemented and ensured compliance with WCAG 2.2 accessibility standards across all digital products, collaborating with cross-functional teams to enhance user inclusivity.
- Optimize the application for maximum performance, speed, and scalability.
- Mentor team members, resolving their technical issues and producing architecture for the application.
- Manage the deployment of web applications.
- Convert the wireframes and designs (Figma, XD, Sketch) to fluid web pages that will fit in varying device resolutions.
- Ensure that the application matches pixel-perfectly to the provided designs.
- Create reusable UI components, and utility methods, and review the team members' code.
- Providing the technical feasibility of UI/UX designs.
- Collaborate with clients, understand the business logic, and transform it into prototypes.
- Take part in and manage the hiring of FE candidates.
- Doing POCs on tech items
- Cross-communication with the Backend Team to decide the structure and response for REST APIs

Projects and Roles

[HyperExecute](#) (React JS/ Tailwind CSS) June 22 - Currently Working

- Managing the Whole Frontend of Hyperexecute Alone. Making me responsible for each and everything,
- Improve application performance after fixing bugs, lazy loading libraries, optimizing images, and optimizing user experience.
- Producing reusable React components
- Helped product owners estimate work and provide solutions to business requirements.
- Work closely with the backend team to produce optimized JSON responses from the APIs being developed.
- Assisting in the hiring process
- Implementing WCAG Rules

[LogicHub](#) (React JS / SCSS) Dec 2022 May 2022

- Producing reusable react components
- Responsible for fixing critical bugs.
- Collaboration with designers for the feasibility of UI elements to be created.
- Responsible for introducing and maintaining good code practices in the codebase.
- Collaboration with Product Managers to plan, implement, and deliver tasks and modules on a timely basis with best practices and adherence to SOPs

- Made the web app accessible via

[Pokerbaazi](#) (Electron JS/ ReactJS/ TypeScript/ Mobx State Tree/ SCSS) Mar 21 - Dec 22

- Lead a team of 5 UI developers
- Responsible for making architectural decisions.
- Responsible for producing a smooth user-engaging experience by adding transitions and animations.
- Collaborate with clients, understand the business logic and transform it into prototypes.
- Closely Interact with other functions such as Product, Design, UI/UX, Architecture, QA, and deliver planned features

[Pokerbaazi](#) Dashboard (ReactJS/ TypeScript/ Redux/SCSS) Sep 20 - Mar 21

- Lead a team of 5 UI developers
- Collaborate with clients, understand the business logic, and transform it into prototypes.
- Optimize application for maximum performance, speed, and scalability.
- Involved in hiring team members
- Maintaining Unit test coverage

[Zibble](#) (NuxtJS/VueJS) Sept 2021 Dec 2022

- Architected the application from scratch.
- Management of different user flows like Guest Admin and LoggedIn User
- Creation of reusable modules: Network Layer, UI Components.
- Discuss the feasibility of technical implementation with the stakeholders.

[Eddy April 2020 Jan 2021](#) (React JS/Redux/ SCSS) Jan 20 - Sep 20

- Lead teams of 3 members
- Creation and management of CI/CD using AWS services.
- Written Lambda functions to consume data from Google Services
- Aligning team members' tasks and being responsible for the timely delivery of tech items.
- Collaborate with clients, understand the business logic, and transform it into prototypes.
- Maintaining Unit test coverage

[Scripbox](#) (ReactJS/ SCSS/React Native / Redux) Jul 19 - Dec 20

- Production of pixel-perfect responsive UI Layouts
- Implement REST APIs to show relevant data in the UI
- Mentored team members in the tech stack used

[SimSim](#) (React Native / Redux) Apr 19 - Jul 19

- Producing pixel-perfect responsive UI Layouts

- Implement REST APIs to show relevant data in the UI

[AMN Healthcare](#) ReactJS 2 / SCSS Nov 17 - Mar 19

- Involved with Tech Lead in making Architecture decisions.
- Producing reusable angular components
- Creation of responsive web pages based on Sketch design screens
- Mentoring Junior developers in solving their problems
- Implementation of on-demand features specific to the application

[BT Business](#) (Objective -C) Feb 17 - Nov 17

- Production of pixel-perfect responsive UI Layouts
- Implement REST APIs to show relevant data in the UI

[GoFro](#) (Objective -C) May 16 - Jan 17

- Involved with Tech Lead in making Architecture decisions.
- Collaboration with team members to resolve their technical issues.
- Code reviews of fellow developers
- Managing user preference data using CoreData
- Responsible for implementing APNS

[CarDekho](#) (Objective -C) Mar 16 - May 16

- Production of pixel-perfect responsive UI Layouts
- Implement REST APIs to show relevant data in the UI

[Carbuddy](#) (Objective -C) Sep 15 - Mar 16

- Architecting Application Structure
- Produce responsive Storyboard layouts using Auto layouts based on Sketch files.
- Consume Google Maps API and use the Google Map SDK to show location markers and the shortest distance between two places using custom route paths.

[Braci Pro](#) (Objective -C) Jun 14 - Aug 15

- Hands-on in Xcode, Storyboard layouts, auto layouts
- Produce pixel-perfect UI screens based on Sketch files
- Implement REST APIs to show relevant data in the UI