

SHRAVYA GARLAPATI

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SUMMARY

Front-End Engineer with 2+ years of experience in building responsive, accessible, and user-focused web applications. Proficient in HTML, CSS, JavaScript, and modern frameworks like Angular and React. Skilled in translating design mockups into production-ready code and collaborating with cross-functional teams to deliver seamless UI experiences. Strong advocate of design systems, accessibility (WCAG), performance optimization, and front-of-the-frontend best practices.

PROFESSIONAL EXPERIENCE

Jaspar Technologies

Remote, USA

UX/UI Engineer Intern

Jan 2025 – July 2025

- Translated high-fidelity Figma designs into responsive web interfaces using HTML5, CSS3 (SASS), and JavaScript.
- Developed reusable components with React and ensured consistency with in-house design systems.
- Collaborated with full stack developers to integrate UI with backend services.
- Focused on accessibility compliance (WCAG 2.1), keyboard navigation, and ARIA labeling.
- Optimized page performance and responsiveness across desktop and mobile devices.

Table Top Technologies

Hyderabad, India

Front-End Developer

Jan 2021 – Dec 2022

- Built and maintained Angular and React-based UI for enterprise web applications used by thousands of customers.
- Integrated RESTful APIs and implemented dynamic UI flows with TypeScript and state management.
- Worked closely with UX designers to bridge design and engineering, contributing to layout and usability decisions.
- Conducted thorough cross-browser and accessibility testing to ensure WCAG compliance.
- Contributed to internal design system and documentation for shared UI components.

PROJECTS

Task Genie – Professional Service Booking Platform

New York City, NY

Pace University – Master's Capstone Project

Sept 2024 – Dec 2024

- Led front-end development using React and Tailwind CSS, implementing pixel-perfect responsive UI.
- Collaborated with designers to ensure consistency with branding and user experience guidelines.
- Integrated secure forms, payment workflows, and real-time user updates.
- Followed front-of-frontend best practices with semantic HTML, performance tuning, and accessibility.

Water Me - Smart Plant Care Reminder App

New York City, NY

Pace University – Course Project

Jan 2024 – May 2024

- Designed and developed a mobile application using Flutter to help plant lovers manage watering and sunlight schedules for various plants with unique care needs.
- Implemented a user-friendly UI allowing users to select plant types, view care tips, and receive personalized notifications based on each plant's watering and sunlight requirements.
- Used local notifications and an internal scheduler to remind users daily, weekly, or biweekly depending on the selected plant.
- Added an educational section offering quick tips on ideal sunlight exposure and seasonal care.
- Focused on clean visual design, minimal UI, and intuitive UX flow to ensure ease of use for all age groups.
- Designed app layout using Material Design principles and ensured responsiveness across different device sizes.

TECHNICAL SKILLS

- Languages:** HTML5, CSS3, JavaScript, TypeScript, SQL, Java, Python
- Frameworks/Libraries:** React.js, Angular, Tailwind CSS, Bootstrap, SASS, Spring Boot, Flask
- Design Tools:** Figma, Sketch, Adobe XD (basic), Framer
- Testing Tools:** JUnit, Postman, Lighthouse, aXe (accessibility testing)
- Tools & Platforms:** Git, GitHub, Bitbucket, JIRA, Confluence, Jenkins
- Practices:** Responsive Design, WCAG Compliance, Mobile-First Development, Cross-browser Testing, Agile Scrum

EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems

New York City, NY

Master of Science in Computer Science

Dec 2024