SMIT SANTOSH SHEWALE

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EDUCATION

University of Southern California (USC) — Los Angeles, CA
Master of Science in Computer Science — Aug 2022-May 2024
Relevant Coursework: Analysis of Algorithms, Machine Learning for Data Science, Database Systems, Mobile Devices and Game Consoles, Multimedia Systems Design, Information Retrieval

SKILLS

Programming Languages: Python, C, C#, Java, HTML5, CSS3, JavaScript, SQL
Frameworks/Libraries: Flutter, Node.js, React, Bootstrap, Tailwind, Express JS, jQuery, NumPy, REST API, Git, AWS
Platforms: Unity, VS Code, Jupyter, Firebase Firestore, MongoDB, Figma, Adobe Creative Suite, Microsoft Office, WordPress

EXPERIENCE

UI Developer Intern – Dolphin Solutions Inc — Sep 2024-Current
- Translated UI/UX wireframes into responsive, and user-friendly web applications using React.js, and Vue.js
- Implemented state management solutions using Redux, Context API, and Vue for efficient data flow across components
- Collaborated with designers, backend developers, and product managers to align UI implementations with business objectives
- Worked in an Agile/Scrum environment, participating in daily stand-ups, sprint planning, and retrospectives

UX Research Assistant – Adaptive Computing Experiences Lab USC — May 2024-Aug 2024
- Conducted in-depth research on software developers' interactions with Large Language Models (LLMs) like ChatGPT, Claude, and GitHub Copilot, analyzing cognitive biases and behavioral patterns in coding workflows
- Synthesized qualitative data from interviews and recorded coding sessions, delivering actionable insights to improve the usability and effectiveness of LLMs in software development workflows
- Developed research-based recommendations for improving LLM-assisted coding experiences, focusing on reducing friction, optimizing prompt engineering strategies, and enhancing developer trust in AI-generated suggestions

Web Designer and Developer – Engineering in Society Program USC — Jan 2024-May 2024
- Led the design and redevelopment of websites, implementing modern UI/UX principles, ensuring cross-browser compatibility, and integrating custom plugins to enhance user engagement and performance
- Integrated custom plugins and media content (images, graphics, videos) to improve user engagement and interactivity
- Designed compelling media content, including images and videos, ensuring optimal presentation on web platform

Front End Engineer Intern – Tvishtryon Solutions Pvt. Ltd. — Oct 2021–Jan 2022
- Delivered UI/UX for high-impact projects like: trading site, retail app, and AI expense tracker, using Figma
- Responsive Web Implementation: Translated designs into production-ready web applications with HTML, CSS, and JavaScript, ensuring cross-device compatibility
- Cross-Functional Collaboration: Partnered with design and product teams to collect user feedback and perform usability testing, driving iterative design improvements

Software Developer Intern – Study Circle — Jan 2020–Apr 2020
- Designed and developed a personalized database system using Python and SQL
- Revamped company websites leveraging Django framework, while integrating APIs to provide dynamic user experiences
- Contributed to the design and delivery of a Student Database Management System for "Smart Consultant Pvt. Ltd"

PROJECTS

Dora AI Image Generation App (Demo)
- Deployed a full-stack AI image generation app with DALL-E API to produce standard and advanced, high-quality images
- Designed and created the Front-end utilizing React and Tailwind, while leveraging NodeJS and Express for Back-end(server)
- Utilized MongoDB for efficient NOSQL database management, enabling seamless storage and retrieval of generated images while ensuring scalability and optimal user experience

Little Timmy's Spooky Mansion Game (Demo)
- Collaborated with a team of 7 game developers to design and develop a 3D stealth game in Unity engine
- Introduced game mechanics and features, such as environmental traps, physics, scripted AI behaviors, and lighting using C#
- Optimized game performance by reducing draw calls, improving rendering techniques

Rotaract (NGO) And You Mobile Application
- Spearheaded conception and deployment of an event management mobile app to automate the NGO's everyday operations
- Conducted UX research, inquiries, interviews, and tests, among club members to design UI in Figma
- Developed the app using Flutter and Firebase Firestore for light and seamless NOSQL database management
- Designed a centralized data warehouse, providing convenience for data management, tracking, and streamlined report generation for annual audits

LEADERSHIP AND INVOLVEMENT

Creatives Director - Rotaract Club Of Thane North End (Non-profit organization) — Jul 2020–Jun 2021
- Nominated for 'Best Creatives Director' award for impactful leadership and innovative content strategy
- Directed a design team to curate appealing digital content, develop marketing strategies, and manage social media accounts
- Partnered with "Arana Foundation" to raise funds to support education for children born in low-income families