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

SKILLS

Languages & Frameworks: JavaScript, TypeScript, Python, React, Next.js, Node.js, Flutter, Express.js, Redux, Shadcn, SQL
Tools & Platforms: Git, GitHub, Postman, Jest, Firebase, MongoDB, CI/CD, WordPress
Design & Cloud: Figma, Material UI, Tailwind, Bootstrap, Adobe Suite, AWS

CERTIFICATIONS

AWS Certified Developer – Associate – Amazon Web Servies   May 2025-May 2028

EXPERIENCE

UI Developer Intern – Dolphin Solutions Inc   Sep 2024-Current
- Built a modular, accessible admin dashboard using React, TypeScript, and Redux, streamlining internal operations
- Leveraged Material UI (MUI) and shadcn components to streamline UI development, enhancing design consistency
- Led usability testing and A/B experiments, improving feature engagement and increasing task success rates by 15%
- Integrated RESTful APIs, implementing client-side caching and deduplication, reducing peak load latency by 6%

UX Research Assistant – Adaptive Computing Experiences Lab USC   May 2024-Aug 2024
- Analyzed 7 recorded coding sessions and follow-up interviews to study developer interactions with LLMs
- Identified cognitive friction and usage trends to support broader research findings, focusing on reducing friction, and enhancing developer trust in AI-generated suggestions
- Summarized insights to aid academic understanding of developer interaction with ChatGPT, Claude, Gemini and Copilot

Web Designer and Developer – Engineering in Society Program USC   Jan 2024-May 2024
- Led the redevelopment of an education platform using WordPress, HTML, CSS, JavaScript, modernizing outdated systems to align with modern UX principles and accessibility standards
- Deployed 10+ multimedia assets and interactive plugins, leading to a 25% increase in average session duration
- Ensured responsive design and cross-browser compatibility through rigorous testing and refinements

PROJECTS

Rotaract (NGO) And You Mobile Application (Demo)
- Engineered and launched an event management app used by 40+ members to automate the NGO's everyday operations
- Conducted 2 rounds of UX testing among club members leading to a 90% satisfaction score from user surveys
- 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

Dora AI Image Generation App (Demo)
- Programmed and designed a image generation web app leveraging OpenAI's DALL·E API, capable of producing both standard and HD AI-generated images
- Built the front end using React and Tailwind CSS, featuring real-time previews, and input validation
- Implemented a backend server using Node.js and Express, with MongoDB as a scalable NoSQL database for storing image history and user data

Little Timmy's Spooky Mansion Game (Demo)
- Collaborated with a 7-member development team to create a 3D stealth/puzzle game with rich interactive environments and scripted AI enemy behavior in Unity
- Developed core gameplay mechanics in C#, including stealth movement, AI patrol logic, trap mechanism, lighting effects and 3 level designs with an average playthrough progress of 87%
- Optimized rendering performance through improved lighting and draw call batching, achieving a 25% increase in FPS