

Sushant Kamble

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EDUCATION

University of Texas at Austin - M.S., Information Studies

Aug. 2022 - May. 2024

Maharashtra Institute of Technology, Pune, India - B.E., Information Technology

July. 2015 - June. 2018

WORK EXPERIENCE

University of Texas at Austin

Jan. 2023 - Present

Graduate Research Assistant

- Created an **NLP-powered web scraping tool** to generate custom datasets for socio-economic analysis of IMDb directors and extract relevant text from GDELT news articles, enhancing data efficiency, quality, and scalability for the analysis of global crisis.
- Developed **embedded scripts for Qualtrics' JavaScript form engine**, empowering researchers to conduct user testing with features including real-time data validation, dynamic branching, and dynamic question generation based on previous responses.

Scalex Cloud, Pune, India

July. 2018 - July. 2022

Software Engineer - II

- Led development of a **No-code data transformation platform** using React JS and Redux, established a design system with Bootstrap, and created technical documentation, enabling the design team to conduct user testing and the engineering team to assess feature feasibility and mitigate risk.
- Built a prototype for a **drag-and-drop canvas-based dashboard and analytics tool**, enabling users to customize layouts, resize and reposition charts, and publish real-time dashboards. This prototype facilitates effective communication of user flow and interaction for the UX design team, and early-stage user testing, and allows stakeholders to visualize the product dynamically rather than relying solely on static mockups.
- Developed a **highly customizable survey management tool** for a research lab to build, deploy, and manage surveys on Amazon Mturk, resulting in precise budgeting, efficient payment processing, and optimizing the monetary resources by 40%
- Implemented **biometric authentication and session management** within a live mobile application of a Canadian finance management firm reducing the risk of unauthorized access, improving session management capabilities, and increasing the application traffic by 25%

PROJECTS

Spatial Design System | Unity, Bezi, Figma

- Teamed up with Bezi to design and develop a spatial design system following Apple's guidelines. Generated a library of reusable 3D components showcasing UI interactions in a spatial environment, aiming to enhance technical training for factory workers through Mixed Reality headsets.

Elixir Expedition | Unity, Blender, Figma

- Developed a Unity-power VR game demo for UX researchers to test game concepts, and assess metrics like SUS score, immersion, and fear. Employed occlusion culling, dynamic level of detail, and light baking to maintain a high frame rate and reduce motion sickness.

SKILLS

Frontend Development: React JS, Next JS, React Native, HTML, CSS, Javascript, Selenium, git, redux, react hooks, Typescript, Jest, Mocha, CI/CD, Bootstrap, Tailwind CSS, Material UI

Backend Development: MongoDB, MySQL, Node JS, Express JS, Restful APIs, Next JS, Firebase, Postman

User Interface Design: Figma, Adobe XD, Framer, Zeplin, Proto.io, Webflow, Design Systems

User Experience Research: Heuristic Evaluation, Usability Study, W3C Web Accessibility, Miro, Notion, Qualtrics

Mixed Reality Development: Unity, C#, WebXR, Shapes XR, Three.js, Blender, Bezi, Meta Interaction SDK