

## Sushant Kamble

Fullstack Developer | XR Developer  
Austin, Texas  
+1 (737) 781-1297

[sushantkamble-dev.github.io](https://sushantkamble-dev.github.io)  
[sushantkamble@utexas.edu](mailto:sushantkamble@utexas.edu)  
[github.com/sushantkamble-dev](https://github.com/sushantkamble-dev)  
[in/sushant-kamble](https://in/sushant-kamble)

## PROFESSIONAL EXPERIENCE

**University of Texas at Austin**  
Graduate Research Assistant

Jan. 2023 - Present

- Developed a web scrapping program using Javascript to help the researchers curate custom datasets of 1000+ IMDb Directors. Utilized OpenAI API to enhance data analysis capabilities, extracting meaningful patterns and insights, resulting in a 55% reduction in data discrepancies
- Implemented an NLP-based text classifier in Node.js using a llama-2 environment to analyze and classify text of web news articles extracted from the Global Database of Society (GDELT), substantially improving the relevance of articles by around 70%

**Scalex Cloud, Pune, India**

July. 2018 - July. 2022

Software Engineer - II

- Supervised and led a cross-functional team of 2 UX designers and 3 developers to build a cloud-based SaaS data collaboration web application leading to \$1M in seed investment
- Developed a web portal for the researchers from Microsoft research labs to build and deploy highly customizable jobs on Amazon Mturk, resulting in precise budgeting, efficient payment processing, and optimizing the monetary resources by 20%

Software Engineer - I

- Implemented Biometric Authentication APIs in a React Native application for a Canadian finance management firm reducing the risk of unauthorized access, improving session management, and increasing the application traffic by 25%

## UNIVERSITY PROJECTS

- Created an augmented reality application in React JS leveraging WebXR API for immersive furniture e-commerce experiences
- Developed a virtual reality game for Meta Quest 2 using the Unity engine, collaborating with a team of three designers. Proficiently handled 3D asset modeling in Blender, scripted game mechanics in Unity, and optimized the experience for Meta Quest 2.

## EDUCATION

**University of Texas at Austin**  
Master of Science, Information Studies

Aug. 2022 - Present (Expected May. 2024)

**Maharashtra Institute of Technology, Pune, India**  
Bachelor of Engineering, Information Technology

July. 2015 - June. 2018

## SKILLS

**Frontend:** React, HTML, CSS, Javascript, Selenium, WebXR, Unity, Blender, React Native, git, redux, hooks, Typescript, Jest, Pixi.js, Meta Quest 2 SDK, SEO optimization, deep linking, Firebase web analytics

**Backend:** MongoDB, MySQL, Node JS, Express JS, Restful APIs, Next.js (SSR)

**UX/UI:** Figma, Adobe XD, W3C Web Accessibility, Design Systems, Responsive web design