

Sushant Kamble

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WORK EXPERIENCE

Scalex Cloud, Pune, India

Jul. 2018 - Jul. 2022

Software Engineer - II

- Led the frontend development of a Tableau-like data transformation platform built in React JS, designed frontend architecture, mitigated risk by developing prototypes, improved reusability by implementing a comprehensive design system, and streamlined handoffs by crafting technical documentation.
- Worked closely with UX designers and stakeholders to help visualize their product ideas by assessing npm libraries, proposing diverse implementation approaches, and rapidly building interactive prototypes resulting in streamlined production timelines and reduced project expenses.
- Offered technical support to UX researchers during usability studies and contributed to brainstorming sessions to devise creative yet technically viable solutions for planning the next iteration resulting in a 20% improvement in the System Usability Score (SUS).
- Collaborated closely with backend engineers to design APIs, define schemas, and optimize screen loading time. This effort yielded detailed documentation of API payloads and seamless integration between frontend and backend components.
- Collaborated closely with the Quality Assurance team to identify prototype edge cases and initiate the writing of automated UI tests in the early stages of development, facilitating the adoption of test-driven development practices.

University of Texas at Austin

Jan. 2023 - Present

Graduate Research Assistant

- Collaborated with researchers to develop a Command Line Interface (CLI) driven AI-powered web scraping tool utilizing Node.js, Selenium, and Llama-2. This initiative resulted in a notable 30% acceleration in dataset curation processes and text analysis, significantly reducing manual data filtration efforts.
- Enabled researchers to conduct user research surveys for 10,000 participants by coding a dynamic survey using Qualtrics' JavaScript APIs featuring run-time branching and answer validation. This endeavor resulted in a 30% improvement in the quality of gathered data compared to previous surveys.

SKILLS

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

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, W3C Web Accessibility

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

EDUCATION

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

Aug. 2022 - May. 2024

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

Jul. 2015 - Jun. 2018

PROJECTS

Cozy-craft | Three.js, WebXR

- Collaborated with UX designers to enhance the e-commerce shopping journey by providing technical assistance in constructing a prototype for an Augmented Reality (AR) enabled web application

Blending Realities | Bezi, Figma

- Collaborated with Bezi to create a demo prototype utilizing Bezi and Figma to organize an Extended Reality (XR) workshop for UT Austin students, fostering a hands-on learning experience and inspiring further exploration in XR design and development.

Elixir Expedition | Unity, Blender, Figma

- Led the development of a Virtual Reality (VR) game to facilitate UX researchers in conducting a user study to understand the effects of simulating fear in a virtual environment. Employed various performance optimization techniques to enhance frame rate, minimize motion sickness, and ensure seamless gameplay.