Sushant Kamble

I am a **Software Engineer** boasting over **four years** of expertise in **full-stack development**, complemented by **two years** of proficiency in **user experience design**. My extensive background includes hands-on experience in developing **web applications**, crafting **hybrid mobile applications**, and presently delving into the realms of **mixed reality** to craft immersive experiences.

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EXPERIENCE

University of Texas at Austin   Jan. 2023 - Present
Graduate Research Assistant

- Developed a **web scrapping automation tool** using Javascript to help the researchers curate custom datasets of over one thousand 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 news articles extracted from the Global Database of Society (GDELT), substantially improving the relevance of articles by around 70%

- Crafted embedded scripts for **Qualtrics' JavaScript form engine**, specifically focusing on creating conditional branch logic for complex focus group surveys, reducing the survey drop-off rate by 33%, and improving the data quality

Scalex Cloud, Pune, India   July. 2018 - July. 2022
Software Engineer - II

- Led the frontend development and design team of a **cloud-based data management firm** based in New York, NY empowering data enterprises to manage large datasets and derive insights effortlessly. This platform was able to successfully procure a seed investment of $1 million and is currently live in production.

Software Engineer - I

- Developed a **highly customizable survey management tool** for a research labs in Redmond, Washington 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%

SKILLS

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

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

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

User Interface Design: Figma, Adobe XD, Framer, Zeplin, Design Systems, Data Visualization, Interactive Prototype

User Experience Research: Competitor Analysis, Heuristic Evaluation, Usability Study, W3C Web Accessibility, Information Architecture, Miro, Notion, Qualtrics

EDUCATION

University of Texas at Austin   Aug. 2022 - Present (Expected May. 2024)
Master of Science, Information Studies

Maharashtra Institute of Technology, Pune, India   July. 2015 - June. 2018
Bachelor of Engineering, Information Technology

PROJECTS

Cozy-craft (Augmented Reality Web Application)

- Cozy-craft is an AR application built using **WebXR**, designed to enhance the pre-purchase experience for customers shopping for furniture. This AR application is seamlessly integrated into an e-commerce web portal, allowing users to visualize furniture in their living area before making a purchase.

Pawfinder (Web Application)

- Paw Finder is a web application built in **Next.js**, utilizing server-side rendering. The primary goal of Paw Finder is to connect local shelters with potential adopters by allowing shelters to post pet listings and providing location-based recommendations for adopters.

Kanban Board (Web Application)

- Kanban Board is a pet project built in **React.js** aiming to create a simplified clone of Trello, a popular project management tool. It allows users to create boards, and cards to manage tasks and projects efficiently.

Elixir Expedition (Virtual Reality Game)

- Elixir Expedition is a virtual reality game developed in **Unity game engine** for Meta Quest 2 and 3, collaborating with a team of three designers. Proficiently handled 3D asset modeling in Blender, scripted game mechanics in Unity, and optimized the performance for smoother gameplay.