

SUSHANT KAMBLE

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SUMMARY

I'm a front-end engineer with over five years of experience building SaaS business-facing solutions for web and hybrid mobile platforms using React JS, React Native, and TypeScript. With a Master's in User Experience Design from UT Austin and a Bachelor's in Application Development, I excel in designing, developing, and maintaining accessible front-end interfaces, scalable UI components, and seamless interaction models.

PROFESSIONAL EXPERIENCE

Beheld Health

Frontend Engineer

Austin, TX, USA

July 2024 - Present

- Built a hybrid mobile application using React Native, TypeScript, and Tailwind CSS, ensuring performance and scalability. Developed a comprehensive design system, maintaining consistent design language across Beheld's products. Integrated with a legacy production backend by creating robust middleware with a 98% fail-safe rate, secured REST APIs using RBAC, and enhanced session management with Touch and Face ID, increasing user retention by 40%.
- Implemented SQLite for offline data storage of call records, patient details, SMS, and notes, ensuring high availability of the application. Improved app reliability by 40% during network outages and reduced data retrieval times by 30%.
- Led the design of a mobile application utilized for streamlining patient workflows such as conducting virtual appointments, meeting scheduling, reminders, and automated note-taking, improving patient care and boosting user satisfaction by 60% over the previous web version.
- Applied mobile-web best practices and WCAG guidelines to design interfaces optimized for elderly users. Implemented responsive components, adjustable text sizes, and intuitive navigation, improving accessibility for users with visual impairments and lower technical literacy, resulting in a 35% increase in user engagement and satisfaction.

University of Texas at Austin

Software Engineer

Austin, TX, USA

January 2023 - May 2024

- Developed Cozy-Craft, an augmented reality (AR) application using WebXR and ThreeJS, enhancing the pre-purchase experience for an e-commerce research study. The application enabled users to visualize furniture in their living spaces, boosting customer engagement by 30% and driving a 20% increase in conversions.
- Developed Elixir Expedition, a VR game for Meta Quest 2 using Unity game engine, to study fear responses and immersion. Collaborated with UX researchers, delivered a vertically sliced demo for user testing, and implemented feedback, boosting study accuracy by 30%.

Scalex Cloud

Software Engineer - 2

Pune, MH, India

July 2018 - July 2022

- Led the front-end development for a no-code ETL data-transformation platform built using React JS & Redux, empowering data scientists to automate insights. Delivered core modules like a data catalog, drag-and-drop pipeline editor, and SVG-based visualization dashboard, streamlining workflows and cutting insight generation complexity by 40% and processing time by 30%.
- Designed and implemented a comprehensive design language, standardizing typography, colors, and UI components across platforms. Increased design consistency by 100% and reduced development time for new features by 40% through reusable components and streamlined collaboration between design and engineering teams.
- Collaborated with UX designers, backend developers, end users, and product owners to ensure design feasibility, accessibility, and usability. Presented design concepts through prototype demos, and storytelling, increasing stakeholder confidence and visibility by 40%, leading to faster decision-making and smoother implementation.
- Participated in all phases of product development, from requirement gathering to production deployment, ensuring seamless delivery. Collaborated with UX designers to prototype and refine key features like chart editor and data lineage, incorporating user testing to enhance usability, resulting in a 25% increase in feature adoption.

SKILLS

Development: React.js, Next.js, React Native, HTML/CSS, JavaScript, TypeScript, Selenium, Redux.js, Jest, Bootstrap, MongoDB, MySQL, Node.js, Express.js, Firebase, Postman, Figma, Web GL, Three.js, REST APIs, GraphQL, C#

UX/UI Design: Figma, Adobe XD, Rapid Prototyping, WCAG, Micro-interactions, A/B Testing, Usability Testing/Engineering

EDUCATION

University of Texas - Austin

Master's, Information Science

August 2022 - May 2024

GPA: 3.8

Maharashtra Institute of Technology, Pune - India

Bachelor's, Information Science

July 2015 - June 2018