

RISHABH

Frontend Developer | React · Next.js · TypeScript · UI/UX Design

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PROFESSIONAL SUMMARY

Frontend Developer and UI/UX Designer (Fresher, graduating June 2026) with 1+ years of hands-on experience building production-grade web applications using React, Next.js, and TypeScript. Proven ability to architect performant, accessible, and responsive interfaces — including real-time collaborative tools, WebGL/WebGPU data visualisations, and e-commerce platforms. Experienced in Agile/Scrum workflows, RESTful API integration, state management (Redux/Zustand/Context API), and end-to-end UI/UX design using Figma. Strong foundation in performance optimisation, cross-browser compatibility, and CI/CD pipelines. Seeking a full-time frontend or product design role in the Delhi NCR region.

TECHNICAL SKILLS

Languages: JavaScript (ES6+), TypeScript, Python, HTML5, CSS3	Frontend Frameworks: React.js, Next.js 15 (SSR/SSG), Tailwind CSS, Bootstrap
State Management: Redux, Zustand, Context API, React Query	UI/UX & Design: Figma, Sketch, Penpot, Responsive Design, Accessibility (WCAG)
APIs & Protocols: REST APIs, GraphQL, WebSockets, WebRTC	Testing & Quality: Jest, React Testing Library, Cross-browser Testing
Performance & Build: Webpack, Vite, Web Workers, WebGL, WebGPU	Infra: MySQL, Git, GitHub, CI/CD (GitHub Actions)
Real-time & Collab: Socket.io, Yjs (CRDT), Agile / Scrum methodology	Other: Three.js (R3F), D3.js, Canvas API, Chrome DevTools

PROJECTS

WebGL Audio Visualiser [Website](#) · [GitHub](#)

React Three Fiber · Web Audio API · WebGL · Web Workers

- Engineered a real-time 3D audio visualiser using WebGL, React Three Fiber, and the Web Audio API, achieving a constant 60 FPS on mid-tier mobile devices.
- Resolved frame-rate drops during high-frequency audio analysis by offloading FFT bin normalisation to a background Web Worker, eliminating main-thread bottlenecks.
- Implemented responsive design and cross-browser compatibility across Chrome, Firefox, and Safari with graceful WebGL fallbacks.

rBOLT Docs — Real-Time Collaborative Document Editor [Website](#) · [GitHub](#)

Next.js 15 · TypeScript · Yjs (CRDT) · WebRTC · Socket.io

- Built a Google Docs-inspired collaborative editor with CRDT-based conflict resolution (Yjs), enabling multiple users to edit simultaneously without data loss.
- Implemented real-time user presence indicators, cursor tracking, and shareable link generation using WebRTC and Next.js 15 App Router.
- Integrated REST API endpoints for document persistence, version history, and user authentication with Firebase.

PulseBoard — SaaS Revenue Analytics Dashboard [Website](#) · [GitHub](#)

React.js · TypeScript · Recharts / Chart.js · REST APIs · Tailwind CSS · Vite

- Designed and built a decision-support analytics dashboard for SaaS revenue teams, featuring MRR/ARR tracking, churn rate analysis, and user growth visualisations — translating complex business metrics into actionable, accessible UI.
- Integrated dynamic date-range filters and cross-chart drill-down interactions using REST APIs, enabling real-time data exploration without full-page reloads — demonstrating strong state management and component architecture skills.
- Engineered a fully responsive, accessible (WCAG-compliant) layout with optimised chart rendering — ensuring fast load times and consistent cross-browser compatibility across Chrome, Firefox, and Safari on both desktop and mobile.

WebGPU Physics Particles Simulator [Website](#) · [GitHub](#)

WebGPU · React Three Fiber · Rust · AssemblyScript (Wasm) · TypeScript

- Architected a massive-scale particle simulation (10M+ particles) using WebGPU compute shaders for GPU-accelerated collision detection and gravity calculations.
- Built a custom Wasm physics core in Rust and AssemblyScript, achieving near-native performance for physics computations in-browser.
- Designed an accessible React Three Fiber UI with real-time parameter controls, demonstrating expertise in performance optimisation and GPU programming.

StyleSphere — E-Commerce Platform [Website](#) · [GitHub](#)

JavaScript · Node.js · REST API · CSS3 · HTML5

- Designed and developed a full-stack e-commerce platform for premium fashion retail, featuring curated collections, customer reviews, and a loyalty-points system.
- Built a pure JavaScript backend with RESTful APIs for real-time inventory management, cart operations, and user personalisation.
- Crafted dynamic, accessible UI components with responsive design — handpicked recommendations, testimonials — ensuring cross-browser compatibility.

WebGL Earthquake Globe — Live Data Visualisation [Website](#) · [GitHub](#)

Three.js · D3.js · WebGL · REST APIs · JavaScript

- Built an interactive 3D globe visualising real-time earthquake data by integrating live USGS REST APIs with Three.js and D3.js geospatial projections.
- Managed complex 3D coordinate systems and real-time data streams, rendering thousands of event markers with colour-coded severity levels.
- Demonstrated proficiency in performance optimisation by efficiently batching GPU draw calls to maintain smooth interaction at 60 FPS.

EDUCATION

B.M. Institute of Engineering and Technology — Delhi, India

Bachelor of Technology (B.Tech) | Nov 2022 – June 2026 | GPA: 7.57 / 10

- Relevant coursework: Data Structures & Algorithms, Web Technologies, Object-Oriented Programming