

RUGWED BODHANKAR

Frontend Engineer

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EDUCATION

LNM Institute of Information Technology, Jaipur

Bachelor of Technology in Computer Science and Engineering

2020-2024

SKILLS

Languages: JavaScript (ES6+), TypeScript, HTML, CSS

Frontend Technologies: React.js, Next.js (SSR/SSG), Redux Toolkit, Tailwind CSS, eCharts

Performance & UX: Code Splitting, Lazy Loading, Lighthouse, Web Vitals (FCP, LCP), React DevTools Profiling

Web3 & 3D: Web3.js, WalletConnect, Three.js, React Three Fiber (R3F), SVG Animations

Tools & Platforms: Git, GitHub, REST APIs, Figma, Jira

EXPERIENCE

Frontend Engineer

October 2025 – January 2026

UElement Technologies

- Directed frontend architecture and delivery for 5+ production client platforms using React, Next.js, and TypeScript, implementing **SSR/SSG**, reusable component systems, JWT-based authentication, and CI/CD deployments on Vercel and Google Cloud.
- Elevated performance across critical user journeys by **30–40% through code-splitting, lazy loading, memoization, lighthouse testing and bundle optimization** while standardizing scalable UI patterns and release workflows.

Frontend Developer

August 2024 – October 2025

Mizzle Cloud

- Contributed to a multi-tenant cloud management SaaS platform serving **500+ active users** and **80k+ wait-listed users**, supporting **4 distinct portals** (consumer, vendor, provider, admin).
- Built **10+ real-time infrastructure dashboards** visualizing CPU, memory, GPU, and network metrics with 60-second refresh cycles, handling high-frequency API updates and dynamic chart rendering using eCharts.
- Structured centralized state management using **Redux Toolkit** with normalized state trees and memoized selectors to reduce unnecessary re-renders and handle **100+ asynchronous workflows** across role-based portals.
- Achieved a **35%** performance gain by refining API interaction patterns, applying memoization techniques, reducing redundant renders, and leveraging code-splitting strategies in Next.js (SSR/SSG).
- Strengthened secure authentication workflows using **JWT and OAuth**, collaborating closely with backend teams and contributing to structured release cycles and CI pipelines.

PROJECTS

Jar4U – 3D AR/VR Jewelry Try-On Platform

Engineered a real-time 3D AR try-on system using **React, WebGL, Three.js, and R3F** with Mediapipe, achieving **sub-50ms latency** across **10+ devices**. Optimized rendering and asset loading for smooth cross-device performance.

Vacations USA – Travel Platform

Developed an SEO-optimized travel platform using **Next.js (SSR)**, React, and Tailwind CSS for dynamic airline and hotel listings. Improved performance via code-splitting and structured routing, achieving strong Lighthouse scores.

Share Your Soul – Compatibility Platform

Architected a data-driven platform using **React and eCharts** with interactive visualizations and scoring logic. Designed reusable components and **optimized chart rendering for responsive UI performance**.