

Sanjeev Nayak

User Experience Engineer

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UX-focused engineer adept at creating innovative UI/UX designs and delivering development solutions that optimize the user experience. Committed to blending technical expertise with user-centered principles to achieve exceptional results and enhance user engagement.

Key Skills

- **User Experience** - User Interface Design, Rapid Wireframing and Prototyping, Information Architecture, User Research, Usability Testing
- **Programming Languages** - Javascript, TypeScript, HTML, CSS, SASS, Ruby, Python, Java, PHP
- **Web Frameworks** - React, Angular, GraphQL, Ruby on Rails, Express
- **Databases** - PostgreSQL, MySQL, MongoDB
- **Testing** - Jest, Jasmine, Cypress, Playwright, RSpec, Capybara
- **Tools** - Version Control (Git), Code Bundling (Webpack, Babel), Continuous Integration (Jenkins, CircleCI), Cloud Platforms (AWS, GCP), Project Management (JIRA)
- **Soft Skills** - Communication, Leadership, Problem-Solving, Creativity, Adaptability, Critical Thinking, Attention to Detail

Professional Experience

● Senior Front End Engineer

PatientIQ | October 2022 - Present

Contributed to the enhancement and modernization of a sophisticated Healthcare IT platform by implementing and designing UI functionality using React. Successfully facilitated the migration of legacy Rails UI features to a cutting-edge React codebase, resulting in improved user experiences and system efficiency.

Key Technologies: JavaScript/TypeScript, React, Jest, Playwright, Webpack, HTML, CSS

● Lead Front End Engineer

Airbus Aerial | June 2017 - October 2019

Led the inception and full-stack development of a web GIS visualization platform, collaborating closely with product and design to construct robust features. Additionally, played a pivotal role in building and nurturing the engineering team through hiring, training, and mentoring as a technical leader.

Instrumental in the company's rapid progress, transitioning from the initial codebase to a revenue-generating product within a short timeframe. Simultaneously, fulfilled a Technical Product Management role, bridging the gap between business requirements and technical specifications while coordinating seamlessly among Product, Design, and Development teams.

Key Technologies: JavaScript, Angular, TypeScript, RxJS, Webpack, OpenLayers, HTML, CSS, SASS

● User Experience Engineer

Springbot | November 2014 - March 2016

Served as a full-stack developer responsible for the successful implementation of pivotal features within an e-commerce marketing platform. Simultaneously, held a key role in enhancing user experiences as the leader of the internal UX group.

Drove feature development initiatives by taking ownership of development and ensuring timely delivery, contributing significantly to the platform's growth and performance.

Key Technologies: AngularJS, Ruby on Rails, jQuery, HTML, CSS, SASS

● Freelance Web Developer

Self-employed | March 2013 - June 2017

Provided valuable assistance to diverse clients in developing and enhancing their web projects, spanning from dynamic WordPress websites to engaging web application user interfaces.

Key Technologies: WordPress, JavaScript, jQuery, HTML, CSS

● Product Designer/Engineer

BrightWhistle | August 2011 - March 2013

Played a pivotal role in BrightWhistle's success by crafting the intuitive UI/UX for the client-facing console, while also expanding skills into full-stack development.

Responsible for implementing innovative product features and enhancing UI functionality with a dedicated focus on elevating the User Experience. Additionally, contributed to the design and development of numerous client conversion environments through the creation of customized WordPress themes.

Key Technologies: Ruby on Rails, JavaScript, jQuery, HTML, CSS, WordPress

Education

- MS in Digital Media

Georgia Institute of Technology, Atlanta, GA September 2020 - August 2022

During my tenure in Georgia Tech's Digital Media graduate program, I acquired a comprehensive education spanning digital media design, theoretical foundations, and practical implementation through studio courses, laboratory work, and research endeavors. My emphasis was on contextualizing digital media within cultural frameworks, enabling me to create impactful digital experiences

- BS in Computational Media

Georgia Institute of Technology, Atlanta, GA August 2007 - August 2011

In my academic experience within the program, I obtained a comprehensive understanding of the computer as a medium, encompassing technical proficiency, historical-critical insight, and practical applications. As a result, I gained a substantial blend of hands-on expertise and theoretical acumen in computing, coupled with a strong comprehension of visual design and media history.