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Summary

Frontend engineer with 3 years of experience building **React** and **TypeScript** products, **design systems** and real-time, AI-streamed interfaces. Architect and owner of Tessell's 50+ component design system and its generative-UI rendering engine.

Education

National Institute of Technology Durgapur, B.Tech. in Mechanical Engineering

Dec 2020 – May 2024

Experience

Tessell, Member of Technical Staff 2 (Software Engineer) – Bengaluru, IN Aug 2025 – Present

- Architected and own Tessell's **design system** (~80% of its commits): **50+ production React components** with **Vanilla Extract** Sprinkles and primitive/semantic **design tokens**, shipped as a versioned **npm** package with **Storybook** docs and **Chromatic** visual-regression CI
- Built the **generative-UI rendering engine** that turns AI-streamed node contracts into **React** UI, then merged it into the design system, collapsing two lockstep-released packages into one and removing version-drift bugs
- Designed **streamUiQuery**, a centralized **Server-Sent Events (SSE)** streaming layer with a typed event contract, and migrated **six AI chat surfaces** onto it, replacing duplicated per-surface stream handling
- Replaced image-capture PDF export, which cropped charts and data, with native PDF generation using **React PDF**, and fixed CSP, WASM and font failures that only appeared in packaged production builds
- Set up **GitHub Actions CI/CD** with type-check, lint, format and secret-leak gates, and a shared end-to-end test-ID contract package used by the app and its test suite

Cuemath, Software Engineer (Intern to Full-Time) – Bengaluru, IN

Oct 2023 – Aug 2025

- Built the **Journey** coachmark and guided-onboarding system with Principal Architects: 8-directional collision detection, absolute and scrollable positioning, gesture-nudge and card formats, and full **Storybook** edge-case coverage, adopted across Circle and Leap
- Refactored the 1v1 multiplayer gameplay layer built on **Colyseus**, replacing **setTimeout** workarounds and 10 to 20 events per room state mutation with a single event-driven update, cutting new 1v1 game delivery from 1 to 2 months to **14 days** (~75% faster)
- Built **Colors Clash** in **Phaser.js** across 46 unique map variants, plus a custom **Figma plugin** that extracts vector coordinates from design files to generate the planar adjacency graphs the game logic needs
- Architected a shared **mini-game plugin framework** for the Lessons platform, standardizing lifecycle hooks, progress bars, streak triggers and an event bus across squads; authored the Slot Machine and Rearrange games
- Migrated the sunset Circle app's games and streaks into the **Leap** web platform and built a real-time teacher-student demo matching flow for sales trials
- Shipped multi-persona onboarding for Students and Parents across **Leap (React)** and the **React Native** apps, with conditional step-routing state machines
- Built the algorithmic web games No Attack and Chess Moves as an intern, which led to an early full-time offer

Google Summer of Code (GSoC), Contributor and Mentor – gsoc.rishavjha.com

May 2023 – 2025

- Redesigned the Talawa Admin UI for the Palisadoes Foundation in **React** and **TypeScript** from a new Figma design as a responsive, modular interface, deployed incrementally screen by screen as reusable, documented components
- Refactored the Talawa website codebase and added **test coverage**, resolving **cross-browser compatibility** issues and improving long-term maintainability
- Returned as a **GSoC mentor** for the Palisadoes Foundation in the **2024 and 2025** cohorts, guiding contributors

Capricon Technology, React Native and Flutter Developer

Jun 2022 – May 2024

- Built **Treklers**, a **React Native** and **TypeScript** taxi booking app with **50+ screens**: real-time driver tracking, scheduled rides, emergency calling and cash, wallet and card payments; separating UI from business logic let four full redesigns ship without regressions

- Built **Humanist Earth** (formerly Illuminate Investing) screens (live on the App Store and Google Play): dashboard, portfolio allocation, risk questionnaire and shareholder voting; built **Training Tracker**, a workout logger with **React Native Skia** charts

Projects

Almond AI

almondai.tech

- Built **Almond AI** with a small team: a shared, multiplayer **memory layer for AI tools** where a team records decisions once and every connected tool reads the same searchable memory; in private beta
- **Tools:** Python, React, TypeScript, Neo4j, Docker, MCP

VertiView

[Chrome Web Store](#)

- Built a **Chrome extension** that turns any video on a page into a zoomable, pannable 9:16 portrait panel so several videos can run side by side; wrote the zoom, pan-bounds and crop layout engine with **unit tests**, plus a **Next.js** marketing site
- **Tools:** TypeScript, Chrome Extension APIs, Vite, Next.js

Vajra UI and Vajra UI Core

[npm](#)

- Published a token-driven **React Native** component library with runtime theming and typed tokens, built on **Vajra UI Core**: 12 zero-dependency headless layout primitives in about 9 kB
- **Tools:** React Native, TypeScript, npm

Squid Game

[GitHub](#)

- Built a Squid Game themed event site for 300+ participants: a **Three.js** Green Light Red Light round using **Pico.js** face detection to catch players who moved, served from **AWS EC2** with **Gunicorn**, **Nginx** and **Supervisor** over SSL
- **Tools:** Django, Three.js, Pico.js, AWS EC2, Nginx, Gunicorn

Skills

Languages: TypeScript, JavaScript (ES6+), HTML5, CSS3, SQL, Rust, Python

Frontend: React, Next.js, Redux, Zustand, Context API, Vite, Webpack, Tailwind CSS, Vanilla Extract, Styled-Components, Bootstrap, Sass, Radix UI, Recharts, React PDF, React Native, Phaser.js, Three.js, HTML5 Canvas, SVG, GraphQL, Chrome Extension APIs

Testing & Tooling: Jest, Vitest, Storybook, Chromatic, Husky, lint-staged, Git, GitHub Actions, CI/CD, npm Publishing, Figma, Figma Plugin API

Concepts: Design Systems, Design Tokens, Component Libraries, Generative UI, Server-Sent Events (SSE), WebSockets, Colyseus, State Management, Responsive Design, Cross-Browser Compatibility, Visual Regression Testing