

Nikhil Kumar Swain

Front-End Developer | React.js | TypeScript | Next.js

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PROFESSIONAL SUMMARY

Frontend Developer with 4+ years of hands-on experience across SaaS products, client platforms, and independent software projects. Strong in React.js, Next.js, and TypeScript, with a broad understanding of product development across UI engineering, APIs, architecture, performance, and deployment. Comfortable owning complex requirements end to end and turning them into reliable, maintainable software.

TECHNICAL SKILLS

Frontend: React.js, Next.js, TypeScript, JavaScript (ES6+), HTML5, CSS3, Webpack, Tailwind CSS, Sass, Responsive Design, Accessibility, UI/UX

Architecture & State: Micro Frontends, Component Architecture, Design Systems, Modular UI, Redux, Zustand, MobX, Framer Motion, GSAP

Backend & APIs: Node.js, Express.js, NestJS, REST APIs, API Integration, MongoDB, PostgreSQL, Supabase

Testing & Quality: Jest, React Testing Library, Playwright, Cypress, Unit Testing, Integration Testing, Browser Debugging, Performance Optimization, Core Web Vitals

Cloud & Tools: AWS, Google Cloud, Netlify, Vercel, Git, GitHub, NPM, Vite, Figma

AI & Development Tools: Claude, OpenAI Codex, Cursor, AI-Assisted Development

PROFESSIONAL EXPERIENCE

Creazilla December 2025 - Present

Frontend Developer (Contract) Remote

- Rebuilt approximately 90% of a production visual website editor using React, TypeScript, and MobX, implementing page management, locking, duplication, animations, site routing, responsive editing, preview, and publishing workflows for a platform receiving 334K+ monthly visits.
- Built a JSON-driven website renderer from scratch supporting 10+ interactive element types including text, images, GIFs, video, vectors, visual effects, and animations.
- Architected the renderer's Module Federation integration with 3 shared editor modules, independently deployed remote components, and shared React dependencies across editor and renderer applications.
- Engineered responsive layout reconstruction using bounding-box calculations, collision detection, coordinate transformation, overlap grouping, and layout inference across 10+ element types to preserve editor-created designs across viewport sizes.
- Refactored the rendering pipeline with code splitting, lazy loading, preloading, prefetching, and caching, reducing cold page load to approximately 1–3 seconds and bringing LCP to roughly 1.5 seconds without effects and 2.5 seconds with effects.
- Developed and shipped 5 interactive tools for SuperColoring, contributing to a platform receiving approximately 897K monthly visits.

Freelance July 2025 - November 2025

Frontend / Full Stack Developer Remote

- Delivered 5 portfolio websites, 3 custom web designs, 4 Discord bots, and 2 Shopify projects for private clients using React.js, Next.js, TypeScript, Shopify, and modern frontend tooling.
- Developed full-stack client projects spanning responsive frontend applications, backend services, REST APIs, database-backed workflows, and third-party integrations.
- Worked directly with clients and designers on architecture planning, translating requirements into reusable components, responsive layouts, and production-ready interfaces.
- Managed iterative development across 14+ client deliverables through design revisions, testing, deployment, and production fixes.

Adstia Pvt Ltd April 2023 - May 2025

Senior Frontend Developer Remote

- Led frontend development of WeCall CMS, building a plugin-based micro frontend architecture with independently deployed themes and plugins, shared dependencies, and reusable UI components for 300+ private client websites.
- Built core CMS workflows for site administration, plugin management, content editing, live preview, and multi-site configuration, supporting 5+ plugin types and 15+ reusable components.
- Owned the end-to-end development of a visual questionnaire builder using XYFlow, replacing the manual process of converting client requirements or Google Forms into custom CMS questionnaire components with a self-service node-based workflow for building, previewing, testing, and publishing questionnaires.
- Designed conditional workflow logic using branching nodes and multi-edge question flows, supporting questionnaires with 100+ nodes and reducing questionnaire configuration time by 50%+.
- Built the frontend for an automated Netlify deployment panel that allowed users to register and manage up to 20 websites, configure custom domains, monitor deployment status, and access deployment logs and errors.
- Led a 4-person development team for a real-time call analytics dashboard, building a virtualized Syncfusion React DataGrid capable of rendering 1,000+ call records per refresh alongside live WebSocket updates.
- Implemented real-time analytics with 3 primary chart types, bubble, bar, and pie, synchronizing visualizations with live call data while using virtualization to handle large datasets efficiently.

Yugam Technologies February 2022 - March 2023

Full Stack Engineer Remote

- Built the frontend for Codma, a styling and layout toolkit that enabled users to inspect website elements, modify styles and layouts, preview changes in real time, and generate implementation-ready code.
- Developed a browser extension using Browser APIs and Shadow DOM to inspect and manipulate elements inside third-party websites, enabling live style changes and isolated UI injection; reached 1.5K+ downloads.
- Built the Codma styling panel in React with JavaScript-based component templates and real-time preview capabilities, supporting isolated component rendering and live style inspection across 4+ core styling workflows.
- Contributed approximately 40% of the Node.js and MongoDB backend in a 3-person startup team, implementing APIs and database-backed workflows for Codma.

PROJECTS

Creazilla Web Editor | creazilla.com/editor - Visual Website Creation & Publishing Platform (React, TypeScript, Micro Frontends)

- Built and shipped a full-featured visual website editor for creating multi-page websites with 10+ interactive element types, responsive layouts, animations, reusable components, live preview, and publishing workflows.
- Developed the editor and connected it to a JSON-driven renderer supporting text, images, GIFs, video, vectors, visual effects, and animations across responsive layouts.
- Optimized the end-to-end rendering experience to approximately 1–3s cold load and roughly 1.5s LCP without effects and 2.5s with effects through code splitting, lazy loading, preloading, prefetching, and caching.

DMap | dmap.zerro.dev - Discord Server World & Adventure (TypeScript, React, Phaser, Cloudflare, Discord API)

- Built a Discord-integrated browser RPG that transforms server categories into districts and channels into persistent houses, generating a unique server-specific world using seeded, constraint-based procedural generation.
- Engineered custom game systems including A* pathfinding, spatial-indexed collision, chunked terrain rendering, quests, progression, inventory, combat, and real-time multiplayer presence over Durable Object WebSockets.
- Built Discord OAuth, bot REST, and gateway integrations for live server, member, channel, and voice-state synchronization, with Cloudflare Workers, D1, KV, and Durable Objects supporting worlds with up to 256 districts and approximately 1,998 channel houses.

Zketch | zketch.pages.dev - Interactive Canvas Drawing Application (TypeScript, React, Astro, Canvas, MobX, IndexedDB)

- Built a browser-based canvas editor with freehand and shape drawing, image insertion, selection, manipulation, zoom/pan, export, and shareable drawings.
- Optimized stroke generation and rendering using interpolation and typed-array data structures, supporting drawings with thousands of strokes while improving memory and history handling.
- Built a local-first MobX and IndexedDB architecture with undo/redo and stroke replay animations, and integrated a custom published React color-picker library for drawing controls.

Zist | zist.zerro.dev - Local-First Kanban Productivity App (TypeScript, React, Astro, IndexedDB, @dnd-kit, Chart.js)

- Built a local-first Kanban application with workspaces, boards, rich task cards, drag-and-drop across columns, checklists, activity history, saved views, command palette, and JSON backup/restore.
- Engineered a browser-local data architecture using hand-rolled IndexedDB persistence with optimistic state updates, supporting nested boards, task data, compressed images, and offline-first usage without a backend.
- Built an analytics dashboard with 8+ Chart.js visualizations and workspace, board, and time-range filtering, while implementing custom drag-and-drop state reconciliation for complex board mutations across a 14K+ LOC codebase.

Zlate | zlate.zerro.dev - Visual Project Tracker (TypeScript, Next.js, Tailwind CSS, Dexie, Zustand)

- Built a visual project tracker for managing 2–5 concurrent client projects through custom month, week, and year calendar views with per-day notes, focus filters, themes, and progress visualization.
- Engineered the calendar UI from scratch using date-fns, including timezone-safe date handling, responsive heatmap rendering, gesture-based navigation, anchored popovers, and adaptive mobile layouts across 370+ rendered year-view cells.
- Designed a local-first persistence and sync architecture using Dexie/IndexedDB and Zustand, with last-write-wins conflict resolution, delta synchronization, offline handling, and anonymous pairing-based account sync through Supabase.

EDUCATION

Master of Computer Applications, Graphic Era University 2022 - 2024

Bachelor of Computer Applications, Graphic Era University 2019 - 2022