

Santhosh Reddy

Remote
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Frontend Developer / UI Engineer / Web Developer

Professional Summary

I am a Developer crafting seamless user experiences with thoughtful code, where innovation meets usability. I focus on engineering ideas into robust architectures, spanning from idea conception to deployment, with a heavy emphasis on strong fundamentals and clean UIs. Dedicated to building premium web experiences that balance aesthetic elegance with technical performance.

Technical Skills

Core HTML5, CSS3 (Modern Layouts/Flexbox/Grid), JavaScript (ES6+)
Frameworks React.js, Tailwind CSS, Responsive Design, State Management
Tooling Git, GitHub, Vercel (Deployment), Vite, NPM/PNPM

Technical Projects

- Hybrid OS **Browser-based OS Simulation**, *hybrid-os.vercel.app*
- Engineered a sophisticated browser-based operating system simulation, blending nostalgic design patterns with modern web technologies.
 - Implemented a custom window management system and multi-tasking interface using React and Tailwind CSS, ensuring a fluid user experience.
 - Focused on high-fidelity UI engineering to replicate desktop interactions like drag-and-drop and context menus.
- PDF Studio **Client-side PDF Toolkit**, *pdf-studio-sable.vercel.app*
- Architected a streamlined toolkit for client-side PDF manipulation, prioritizing speed and user privacy by processing files directly in the browser.
 - Designed a clean, minimalist interface that simplifies complex file operations into intuitive user workflows.
 - Utilized JavaScript libraries for rendering and modification, ensuring cross-browser compatibility and responsive performance.
- Hustle **Productivity Application**, *the-hustle-planner.vercel.app*
- Planner
- Developed a high-performance productivity application focused on daily goal management and task prioritization.
 - Built a robust state management system to handle real-time updates and persistence of user schedules.
 - Applied advanced Tailwind CSS techniques to create a "focus-first" UI, reducing cognitive load through thoughtful whitespace.
- Track A Lot **Habit Tracking & Scheduler**, *track-a-lot.vercel.app*
- Designed and deployed a "calm-space" application for habit tracking and automated schedule generation.
 - Implemented logic for dynamic data visualization and progress tracking to encourage long-term user engagement.
 - Focused on premium UX/UI principles to create an interface that feels intentional, lightweight, and responsive.

Uno Cypher **Game Studio Showcase**, *uno-cypher.vercel.app*

- Created a digital showcase for a next-generation game development studio, highlighting immersive mobile gaming experiences.
- Executed complex animations and transitions to reflect a high-energy aesthetic while maintaining optimal SEO and performance.
- Engineered a mobile-first architecture to ensure visual impact remained consistent across smartphones and desktops.

Education

Graduate **B.Tech in Electronics and Communication Engineering (ECE)**

Core Strengths

UI/UX Translating complex design mockups into pixel-perfect, interactive code.

Fidelity

Performance Building lightweight applications with a focus on Core Web Vitals.

Architecture Writing modular, reusable React components and maintainable CSS architectures.