

RAJ VIRSINGH

FRONT-END SOFTWARE ENGINEER

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PROFILE

Front-end software engineer and UI/UX-focused product developer who designs and builds data-driven web applications end to end. Currently developing analyst-facing workflows at Novateur Research Solutions, connecting research-engineering APIs and PostgreSQL data to interactive web interfaces. Experienced with React, Next.js, TypeScript, SQL, API integration, dashboard design, authentication, cloud storage, and visual systems. Combines a graphic-design foundation with hands-on full-stack development to turn complex product requirements and dense data into clear, usable interfaces.

TECHNICAL SKILLS

Frontend: HTML, CSS, JavaScript, TypeScript, React, Next.js, Tailwind CSS; responsive interfaces, dashboard layouts, reusable UI components
Backend & Product: SQL, PostgreSQL, REST/API integration, Appwrite, authentication, cloud storage; database queries and end-to-end product workflows
UI/UX & Visual Design: Figma, Photoshop, Illustrator, InDesign, After Effects, Lightroom; information hierarchy, typography, branding, prototyping, reusable design systems
Development & Support: Git/GitHub, VS Code, Vercel, Linux basics, Docker basics; deployment, troubleshooting, project setup, asset and file workflows
Product Practice: Responsive design, dashboard UX, data visualization patterns, user flows, component systems, front-end/backend integration, iterative product design

PROFESSIONAL EXPERIENCE

Novateur Research Solutions

Jun 2026 – Present

Front-End Software Engineer

Developing analyst-facing web tools for research and data-mining workflows, with ownership spanning interface design, front-end implementation, API integration, and selected data-layer work.

Product & Front-End Engineering

- Design and implement interactive analyst workflows for Agent Explorer, translating research use cases into usable map, comparison, timeline, search, filtering, and evidence-review interfaces.
- Work with data miners and research engineers to connect their APIs to web application workflows, shaping API responses into reliable front-end states and user-facing product behavior.
- Use SQL and PostgreSQL to investigate data issues, validate product behavior, support backend integration, and contribute to data-driven features beyond the presentation layer.
- Improved full-population workflows from a limited sample to approximately 1.47M tracked agents, helping surface and resolve correctness, query, caching, and UI-state issues across large datasets.
- Iterate on UI/UX concepts in parallel with implementation, simplifying complex analyst tasks and improving hierarchy, interaction clarity, component reuse, and information density.

Technologies: JavaScript, HTML/CSS, Bootstrap, Leaflet, Flask, Python, SQL, PostgreSQL, REST APIs, GeoJSON, Plotly, Pandas, Git, Figma

George Mason University Athletics

Mar 2026 – Present

Multimedia Director / Creative Media

Lead visual production for George Mason Baseball, building digital systems for live sports communication and audience-facing content.

- Designed reusable graphics systems for game-day promotions, score updates, player features, postseason content, and social storytelling across fast-turnaround athletics workflows.
- Built scalable templates that improved consistency, production speed, hierarchy, and clarity while maintaining the team's visual identity across recurring content.

Technologies: Adobe Photoshop, Illustrator, Lightroom, Figma, typography, branding, photography, reusable design systems

George Mason University

Mar 2023 – Apr 2025

Web Content Assistant

- Managed and prepared visual assets for university website updates, including content publishing, image organization, formatting, and user-facing presentation support.
- Supported website updates with HTML, CSS, and React-based components and improved publishing workflows through scripts and organized asset systems.

Technologies: HTML, CSS, React, content management, web publishing, asset workflows

STAR Lab, George Mason University

Sep 2025 – Jun 2026

Lab Support Technician

- Supported students using Adobe Creative Suite, web/design tools, programming environments, 3D applications, and production hardware in a high-use creative technology lab.
- Troubleshot software, workstation, peripheral, project-setup, and file-workflow issues while helping users move from setup through delivery.

PROJECTS

Agent Explorer

2026

Analyst Research Platform — Professional Project

Data-heavy investigation interface for exploring agents, stays, POIs, co-presence evidence, similarity, and comparison workflows across a large research dataset.

- Built and refined map-based analyst tools including agent search, stay highlighting, POI history, co-presence workflows, similar-agent comparison, filtering, sorting, and timeline interactions.
- Contributed to API and database-backed workflows, debugging population coverage, stale-state issues, inaccurate counts, and performance bottlenecks that affected front-end correctness.

Technologies: JavaScript, Leaflet, Flask, Python, PostgreSQL, SQL, REST APIs, GeoJSON, Plotly, Figma

MangoByte

2026

Full-Stack Cloud Storage Web App — Personal Project

Designed, built, and deployed a cloud-storage product with authenticated user flows and complete file-management functionality.

- Implemented upload, list, view, download, rename, and delete workflows with per-file and per-user storage constraints and secure access patterns.
- Connected a responsive Next.js interface to Appwrite storage and authentication while designing dashboard states, empty states, file actions, and reusable components.

Technologies: Next.js 15, React, TypeScript, Tailwind CSS, Appwrite, authentication, cloud storage, Vercel

Octant

2026

Sports Intelligence Platform — Personal Project

Designed and developed a research dashboard that organizes fight cards, matchup data, research outputs, and analysis workflows into a scan-friendly product.

- Created event boards, fight pages, research modules, navigation systems, cards, labels, and dashboard layouts for dense sports information.
- Developed the product architecture across data workflows, front-end presentation, responsive behavior, and ongoing UX iteration with plans for broader analytics systems.

Technologies: Next.js, React, TypeScript, Python, Tailwind CSS, APIs, data workflows, Figma, Vercel

Personal Portfolio Website

2026

Front-End Portfolio & Case Study Platform — Personal Project

Designed and built a responsive portfolio platform to present software, product, branding, sports design, and photography work through clear navigation and case-study storytelling.

- Structured project pages around problem, process, implementation, and outcomes while building reusable front-end patterns for consistent presentation across disciplines.

Technologies: Next.js, React, TypeScript, responsive design, case-study architecture, Vercel

EDUCATION

George Mason University

May 2026

B.A., Art and Visual Technology — Graphic Design Concentration

Relevant coursework: Introduction to Web Design, Advanced Web Design, Computer Programming, Object-Oriented Programming, Brand Identity Design, Advanced Typography

TECHNICAL CERTIFICATIONS

- Google Cybersecurity Certificate
- CompTIA Security+ — In Progress