

Zil PatelFrontend Developer

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Professional Summary

Full-Stack Developer and product builder with a track record of engineering innovative digital experiences — including AI-powered LMS platforms, gamified web apps, and business-critical management systems. Skilled in integrating AI capabilities, designing intuitive dashboards, and building end-to-end features with modern stacks including Next.js, TypeScript, Firebase, Supabase, and Framer Motion.

Professional Experience

Freelance Full-Stack Developer , <i>Metasculpt Studios · Self-Employed</i>	2025 – Present Vadodara, Gujarat
- Architected and delivered 6+ production web applications spanning SaaS, EdTech, construction management, photography, and 3D visualization — owning the full product lifecycle independently. - Engineered animation-driven frontends using GSAP, Lenis, Framer Motion, and React Three Fiber, including a cinematic branding studio site and an immersive 3D architectural platform. - Built secure multi-tenant SaaS platforms with Supabase Auth, PostgreSQL RLS, and three-tier RBAC systems deployed on Vercel and AWS.	
Virtual Reality Designer , <i>OneKnotOne Technologies · Full-time</i>	06/2024 – Present Vadodara, Gujarat
- Designing real-time 3D immersive environments using Unreal Engine, crafting spatial experiences that are visually compelling, interactive, and deployable across VR/AR platforms. - Architecting VR/AR interaction design and user experiences in Unreal Engine, focusing on intuitive spatial navigation and immersive environment realism. - Bridging spatial design and web development by building front-end interfaces in Next.js and React that complement and extend immersive VR platform experiences. - Owning the full pipeline from spatial concept to deployable product — combining Unreal Engine design depth with modern front-end engineering to reduce handoff friction between design and development.	
VR Design Intern , <i>OneKnotOne Technologies · Internship</i>	01/2024 – 05/2024 Vadodara, Gujarat
- Learned and applied Unreal Engine fundamentals for real-time 3D environment design, building proficiency in spatial layout, asset placement, and scene composition. - Developed lighting skills in Unreal Engine — working with dynamic and static lighting setups, light baking, and atmospheric effects to achieve realistic and immersive environments. - Assisted in designing VR-ready environments, contributing to internal projects under senior designer guidance while building a foundation in interactive spatial design.	

Education

Bachelor of Technology , <i>Navrachna University</i>	2020 – 2024 Vadodara
Bachelor of Computer Science and Technology	
HSC , <i>Vidhyakunj High School</i>	2019 – 2020 Mujhmahuda, Vadodara
55%	
SSC , <i>Vidhyakunj High School</i>	2017 – 2018 Mujhmahuda, Vadodara
76%	

Skills

Frontend — Amateur Next.js · React · TypeScript · JavaScript · HTML5 · CSS3 · Tailwind CSS · Framer Motion · GSAP · ShadCN UI · Radix UI · React Three Fiber · Three.js	Database & Auth — Beginner Supabase (PostgreSQL · RLS · Auth) · Firebase · Row Level Security · RBAC
Animation & Motion — Beginner GSAP · ScrollTrigger · Lenis · Framer Motion · SplitType · CSS Animations	Tools & Workflow — Amateur Git · GitHub · VS Code · Cursor AI · Vercel · Turbopack · ESLint
Design & UI — Beginner Tailwind CSS v4 · CSS Custom Properties · Design Tokens · Typography Systems · Responsive Design · Mobile-First Design	Product & Architecture — Beginner SaaS Development · Dashboard Architecture · CMS Development · Product Thinking · Feature Module Architecture · Performance Optimization · SEO Optimization

Language

Gujarati Native Speaker	Hindi Fluent Speaker	English Basic reading and written communication
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Volunteer Experience

VadodaraFOSS 2023, Volunteer · Navrachna University

04/2023 – 04/2023

Volunteered at VadodaraFOSS — a FOSS United Foundation conference promoting Free and Open Source Software in India — supporting event coordination, attendee management, and community engagement across a full-day conference featuring talks on open-source trends, FOSS policy, and product showcases.

Navrachna University

Azadi ka Amrit Mahotsav Hackathon, Volunteer · Navrachna University

Navrachna University

- Coordinated event logistics for a national-level hackathon, managing multi-team workflows and fostering an environment of innovation and creative thinking across 100+ participants.
- Contributed to event coordination, ensuring its success and fostering an environment of innovation and creative thinking.
- Collaborated effectively with a diverse team of volunteers, showcasing strong communication, problem-solving, and teamwork skills.

Neofest Tinkerthon Event, Volunteer · Navrachna University

Navrachna University

- Supported end-to-end event execution for a university-level innovation fest, collaborating with a cross-functional volunteer team to deliver a seamless participant experience.

Projects

UNUSUALLY® Branding Studio Website ,

06/2026 – Present

Next.js 16 · React 19 · TypeScript · GSAP + ScrollTrigger · Lenis · Tailwind CSS v4 · SplitType

- Engineered a cinematic branding studio portfolio site using Next.js 16, GSAP ScrollTrigger, and Lenis smooth scroll, delivering scroll-pinned stacking cards, SplitType text reveals, magnetic 3D card flips, and a cursor-following hover preview system across six editorial sections.
- Architected a reusable animation component library of 7 GSAP-powered primitives — including StaggeredText, StackingCard, CardFlip, and EndCredits — enabling composable, scroll-synchronized motion throughout the page.
- Configured a Tailwind CSS v4 design token system with semantic CSS custom properties and a deliberate editorial typeface stack (Bebas Neue, Cormorant Garamond, Syne, DM Sans), establishing a consistent design system aligned with premium branding standards.

SiteIQ SiteIQ — Construction Management Platform ,

05/2026 – Present

Next.js · TypeScript · Tailwind CSS · Supabase · AWS

- Architected a full-stack construction management platform using Next.js and TypeScript, delivering real-time project dashboards and activity tracking that centralized data access for multi-role teams.
- Engineered a secure authentication workflow using Supabase Auth, implementing role-based access control and protected routing across a multi-user construction operations system.
- Developed a real-time notification system and recent activity feed using Supabase's event-driven architecture, reducing manual status-checking by surfacing project updates contextually.
- Designed and implemented fully responsive UI layouts using Tailwind CSS, ensuring seamless usability across desktop and mobile devices for field and office users alike.
- Deployed the platform on AWS and managed CI/CD workflows using Git-based collaboration, enabling iterative feature delivery with zero-downtime production updates.

Avsar Photography — Premium Wedding Photography Website ,

04/2026 – 04/2026

Next.js · React · TypeScript · Tailwind CSS · Framer Motion · ShadCN UI

- Developed a conversion-driven wedding photography website using Next.js and Framer Motion, combining cinematic editorial layouts with strategic CTA placement (WhatsApp, booking, inquiry) to maximize lead generation for a premium photography brand.
- Engineered a composition-first component architecture — separating design system primitives, global layout patterns, and editorial section blocks — enabling consistent brand expression and scalable UI development across all pages.
- Implemented SEO optimization with structured metadata, crawlable content hierarchy, and target keyword strategy (Wedding Photographer Vadodara), paired with lazy loading and optimized image formats to maximize search visibility and page performance.

VizSpace. — 3D Architectural Visualization Platform ,

12/2025 – 05/2026

Next.js 16 · React 19 · TypeScript · React Three Fiber · Three.js · Supabase · Tailwind CSS v4 · Framer Motion

- Architected a full-stack SaaS platform for immersive 3D architectural visualization using Next.js 16, React Three Fiber, and Three.js — delivering interactive virtual tours, photorealistic space walkthroughs, and a hybrid SSR/CSR rendering strategy optimized for both SEO and 3D performance.
- Engineered a three-tier RBAC system (Super Admin, Admin, Creator) backed by Supabase Auth and PostgreSQL Row Level Security, with edge-level route protection via a proxy.ts auth layer, audit logging, and SECURITY DEFINER SQL functions to prevent injection vulnerabilities.
- Built a multi-module admin platform spanning a CMS (blog, FAQs, testimonials, pricing), analytics dashboard with Recharts, billing and subscription management (MRR tracking, promo codes), storage analytics, API key management, and webhook tracking — architected using a scalable hybrid feature-module folder structure.

12/2025 – 04/2026

- Designed and developed an AI-powered LMS architecture integrating an intelligent chatbot for contextual student support, reducing dependency on live tutors for routine queries.
- Engineered an AI Career Guidance module that personalizes learning path recommendations based on student skill data, enabling more targeted upskilling outcomes.
- Built a student progress tracking dashboard with granular performance analytics, allowing educators to identify at-risk learners and intervene proactively.
- Delivered a modern, responsive LMS UI with accessibility-first design principles, supporting seamless usage across desktop, tablet, and mobile form factors.

12/2025 - 01/2026

- Developed a community event management platform from the ground up, building features for event creation, user management, and real-time attendance tracking for large-scale cultural festivals.
- Implemented a donation management system with transaction tracking and reporting, streamlining community fundraising workflows and improving financial visibility for event organizers.
- Built an analytics dashboard providing event performance insights, user engagement metrics, and donation summaries — enabling data-driven decisions for community leadership.
- Optimized the platform for mobile-first responsiveness, improving accessibility for 100% of community members regardless of device, with a 40%+ projected increase in mobile engagement.

Video Games

Music

Guitar

Self-taught guitarist, demonstrating the discipline and persistence of learning complex skills independently — the same approach I bring to mastering new technologies.

Strong visual eye for composition, light, and aesthetics — directly applicable to UI/UX design decisions and building visually refined digital products.

Impact Statements

- Architected 6+ production web applications from concept to deployment, covering SaaS, education, logistics, and community platforms across a freelance career.
- Reduced document retrieval friction by an estimated 60% through a structured categorization and expiry-alert system in a personal records management platform.
- Cut estimated order inquiry volume by ~30% by implementing transparent customer-facing order tracking with real-time status updates in a logistics platform.
- Improved mobile accessibility coverage to 100% of target users by engineering mobile-first responsive layouts across all delivered platforms.
- Achieved near-zero game-state latency by implementing fully client-side state management in Decodle, eliminating backend roundtrip overhead for core gameplay interactions.
- Delivered an AI-powered LMS featuring 3 AI-integrated modules (chatbot, career guidance, progress tracking), positioning the platform for measurable reduction in manual tutoring overhead.
- Shipped a scroll-driven branding studio website featuring 7 custom GSAP animation components, Lenis smooth scroll integration, and a SplitType text reveal system — demonstrating senior-level frontend animation engineering in a portfolio-quality production build.