

Vedant Nandoskar

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EDUCATION

University of Illinois, Chicago (UIC)

Chicago, IL

Master of Science in Computer Science (Expected: May 2025)

Aug. 2023 – Present

Thesis on GestureTips—an innovative, LLM-based VR technology that enhances gesture discoverability.

Vidyalankar Institute of Technology

Mumbai, India

Bachelor of Engineering in Information Technology

Aug. 2017 – Jul 2021

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, TypeScript, C/C++, Java, HTML, CSS

Web Frameworks: VueJS, ReactJS, NextJS, NodeJS, AngularJS, Flask, Django, TailwindCSS

AI / ML: OpenAI API, LLMs / Prompt Engineering, TensorFlow, Computer Vision, Pandas, Plotly

DevOps / Tools: Git, Docker, Kubernetes, CI/CD, TravisCI

Cloud / Platforms: AWS, Google Cloud Platform, Azure, Unity

Operating Systems: Unix, Windows, MacOS, Android, iOS

Databases: PostgreSQL, MySQL, SQL, MongoDB, Redis, NoSQL

EXPERIENCE

Graduate Research Assistant

Jul 2024 – Present

University of Illinois at Chicago

Chicago, IL

- Streamlined REDCap workflows for **500K+ PHI records**, improving efficiency by 40%
- Built an automated system for **weekly reporting** across 2 major clinical studies
- Designed a mental health coach using **LLMs**, trained on 100K+ patient interactions

Software Engineer – Frontend

Jun 2021 – Jul 2023

Clevertap, Mumbai, India

Engineering Level 1 and 2

- Led a dashboard revamp using **VueJS**, boosting product adoption by 22%
- Reduced campaign creation time by 6 minutes by optimizing modular dependencies, increasing efficiency by **20%**
- Improved test automation to reduce post-release defects by **15%**

Google Summer of Code

May 2021 – Sep 2021

Open Source Fellow (Remote, USA)

- Built a collaboration tool for **200+ researchers** at the National Cancer Institute and FDA
- Reduced latency by 40% by optimizing **WebSocket synchronization**

PROJECTS AND RESEARCH

Grant Management System – Full Stack Research Workflow Platform

Nov 2024 – Apr 2025

Department of Medicine, University of Illinois Chicago

Chicago, IL

- Built a full-stack app using **Vue.js**, **Node.js**, **MongoDB** to manage clinical grant proposals across **9 divisions**
- Streamlined workflows with **dynamic forms**, **deadline reminders**, and **reporting** for **100+ submissions**

GestureTips – Enhancing Gesture Discoverability in VR

Jan 2024 – Apr 2025

Human-Centered Computing Lab, University of Illinois Chicago

Chicago, IL

- Developed a VR gesture-help system using **Unity**, **C#**, **Blender**, reducing **mental effort** by **30%**
- Led a **24-participant** study comparing GestureTips to baseline help systems using **UX metrics and data analysis**
- Published **UX design guidelines** for gesture-based help in immersive environments

GAN-based UI Generation

Published: Apr 2021

International Journal of Computer Applications

Vol. 174 (31), ISBN: 973-93-80901-79-4

- Created a **GAN-based tool** that generates UI mockups from structured inputs
- Trained on **10K+ UI templates** to achieve **85% accuracy** and reduce prototyping time by **60%**