

Raghav Dhingra

Senior Frontend Engineer

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SUMMARY

Frontend engineer with 6+ years of experience. I build complex browser interfaces in React and TypeScript: a Chrome extension used by 4M+ people, a custom video player with 500K+ plays, and a design-system migration at Okta. I also write the Node.js and AWS services my frontends depend on.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python

Frontend: React, Next.js, Redux Toolkit, Tailwind CSS, Sass, HTML/CSS, Webpack, Chrome Extension APIs, D3

Testing: Cypress, Selenium, Puppeteer, LocalStack

Backend: Node.js, NestJS, Express, Django, REST APIs, WebSockets

Cloud: AWS (Lambda, API Gateway, S3, CloudFront, DynamoDB, SNS/SQS, Fargate, ECS, CloudFormation, CloudWatch, X-Ray), Docker, GitHub Actions (CI/CD), Linux

Data: MongoDB, PostgreSQL, Redis, Meilisearch

EXPERIENCE

Okta, Senior Software Engineer (Demo Engineering Developer)

Aug 2025 - Present

Bengaluru · Demo Platform and Labs used by Solution Engineers for customer demos

- Migrated the Demo Labs UI (12 pages) to Okta's Odyssey design system in **React** and **TypeScript**: replaced legacy components, added custom theming and design tokens, and made components work inside Shadow DOM.
- Reduced logo load latency by about 20% and removed a third-party API key from the browser by moving logo lookup behind an **AWS Lambda** and API Gateway proxy cached on CloudFront; it has served 25,000+ requests and is used in about half of all demos.
- Cut manual lab-approval workload by about 25% and raised lab creation by about 15% in 4 months by adding rule-based auto-approval in **Node.js**, removing a 24-48 hour wait for eligible events.
- Built hands-on labs that simulate password-stuffing and MFA push-bombing attacks so Solution Engineers can show customers how Okta's security policies respond; 750+ participants in 3 months.
- Replaced legacy permission checks with a relationship-based model on **Auth0 FGA** across 8 endpoints. Wrote the design doc and model, then compared 600+ FGA decisions against the old checks on live traffic with a 100% match before enforcing it in production.

DarkHorse, Senior Software Engineer

Feb 2023 - Jul 2025

Sports video analytics for 500+ clubs and 20K+ athletes

- Built a custom multi-video player in **Next.js** and **TypeScript** that plays a list of HLS clips in sequence and draws player-tracking boxes in sync with the video; it served 500K+ video plays.
- Reduced backend video processing time by about 90% and infrastructure cost by about 70% by converting MP4 uploads to **HLS** once and composing clips in the browser, instead of downloading, trimming and stitching 5-20 GB files with FFmpeg on the server for every request.
- Designed **MongoDB** schemas and ingestion and indexing pipelines with Redis and Meilisearch for 11M+ performance data points across 30+ metrics, and built the player-profile charts that read them.
- Built real-time athlete-scout messaging on WebSockets (500+ monthly users) and the support-case tool, through which 95%+ of customer queries were resolved.
- Led the 8-person software team as tech lead: architecture decisions, task breakdown, code reviews, hiring and delivery, working directly with the CEO.

QuillBot, Full Stack Engineer

Aug 2022 - Feb 2023

Chrome extension with 4M+ users

- Led text detection and paraphrasing in the extension using **React**, **TypeScript** and Redux Toolkit: mutation observers for dynamic editors, selection and range tracking, text segmentation, and suggestion overlays that work across different websites.
- Built the toolbar shown beside text fields (positioning, feature controls, per-site and global disable) and the extension popup (login, settings, language, feedback).
- Removed UI lag in dynamic editors by debouncing observers, lazy loading, code splitting and cutting unnecessary Redux re-renders.

- Added Humanizer to the extension toolbar; about 60% of all Humanizer traffic then came from the extension.

BlueStacks, Software Engineer

Feb 2021 - Dec 2021

- Built the frontend of the FredBoat music player dashboard (Discord bot, 40M+ users) in **Next.js**, Redux and Sass on top of an existing WebSocket backend.
- Built Piggy.gg dashboard screens in **React** (listings, purchasing, breeding, evolution) for a 5M+ user Discord bot, plus Discord commands and profile APIs in NestJS and MongoDB.

Precisely, Frontend Engineer

Sep 2019 - Jan 2021

- Built the student dashboard from scratch in **React** and Redux for 40K+ registered students, including an animated 3D card interface written in plain JavaScript without an animation library.
- Implemented OAuth 2.0 access and refresh token handling, real-time chat over WebSockets, and Razorpay payments.

PROJECTS

- **WebOS Portfolio** (raghavdhingra.com): Next.js, TypeScript, Redux Toolkit. A browser-based desktop with draggable windowed apps, a virtual filesystem, file explorer, and a terminal with its own tokenizer, parser and autocomplete. 4,500+ weekly active users.
- **BlotUp** (blotup.raghavdhingra.com): React, TypeScript, Node.js, MongoDB, AWS. A website annotation and issue tracker built alone: Chrome extension, web app and backend, with a drawing tool in plain JavaScript, screenshot storage through Lambda and S3, and OAuth/OIDC sign-in with Google, Jira, GitHub, Trello and Asana. Reached 60+ users, 5,700+ annotations and 540+ tickets.

ACHIEVEMENTS

- 15+ hackathon wins and top placements, including 1st at NASA Space Apps Challenge and ThoughtWorks Social Hackathon, and 2nd at HackMIT (github.com/raghavdhingra/hackathons).
- Top 10 contributor to OpenMRS in Google Code-in; contributor to FOSSASIA.
- Gave 21+ technical talks and workshops on web development, Git and cloud; 50K+ cumulative views.

EDUCATION

B.Tech, Computer Science and Engineering, Indraprastha University, New Delhi

Aug 2018 - May 2022

CGPA 9.1