VIHANG PATEL

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Professional Summary

I bring over 13+ years of hands-on expertise in Frontend Technologies across diverse domains such as ed-tech, e-commerce, and real-time collaboration products. My background includes leadership experience, having successfully led teams of up to 6 members.

Experience

Staff Software Engineer - Web, LinkedIn

Dec-2025 - Present

Driving LinkedIn's agentic UI initiatives, expanding contributions across the agentic stack - from frontend architecture and backend APIs to deployment pipelines. Defining frontend technical direction and driving performance and observability across LinkedIn Sales Solutions (LSS) surfaces.

Senior Engineer, Uber

Oct-2022 - Nov-2025

Ads Enterprise Experience (Apr-2025 to Nov-2025)
The Ads Enterprise team at Uber manages large-scale advertising accounts and partnerships, focusing on strategic advertisers with high spend and complex needs. The team builds tools and platforms that enable enterprise clients to run, optimize, and measure campaigns across Uber's ecosystem, ensuring scalability, transparency, and strong business Impact. Specifically worked on UI workflows to facilitate Ads & Offers creation.

Edge Gateway (Oct-2022 to Apr-2025)
Built a internal tool - UI for highly available and scalable self-serve gateway that enables every business domain at Uber to configure, manage, and monitor their APIs. As a senior engineer, I designed and developed the UI and workflows that empower service teams to expose their endpoints through the central Edge Gateway. This gateway provides authentication, authorization, rate limiting, threat mitigation, geo-mapping, and header enrichment, ensuring reliability, scalability, and security at scale.

Lead Engineer, HackerRank

Aug-2019 - Oct-2022

I was involved in several key initiatives during my tenure at HackerRank:

1. Spearheaded the transformation of a real-time collaboration tool named Interviews from Backbone to React, refreshing the UI in the process.
2. Developed performance monitoring tools to optimise the Interviews product.
3. Implemented interview standardisation features, integrated Audio/Video capabilities, and enabled real-time synchronisation using Firebase and Firepad.
4. Successfully managed a team of 6 Engineers.
5. Additionally, contributed to platform improvements such as standardized boilerplates, ESLint rules, PR checks, and a unified design system to ensure consistent UX across products. Also supported analytics, organization-wide performance monitoring, error tracking, A/B testing, and feature rollout dashboards.

Senior Developer - Frontend, bookmyshow

Sept-2016 - May-2019

My responsibilities encompassed several critical areas at BookMyShow:

1. Designed a scalable architecture capable of efficiently handling a large volume of users.
2. Addressed challenges to reduce transaction failures on our customer-facing website, facilitating seamless booking experiences for movies, IPL, concerts, and events tickets.
3. Contributed to the development of back-office dashboards, ensuring real-time updates and enhancing UX for customer support teams.
4. Played a pivotal role as one of the founding members of the PWA team, recognized at the Chrome Dev Summit 2017.

During my tenure, I also had the privilege of sharing insights through talks and workshops:
- Presented on "JSONStream in BookMyShow" at ReactFoo Mumbai 2018.
- Discussed Service Workers at the Udacity Mumbai Meetup.

- Conducted the workshop "React 0 to 100" in collaboration with HasGeek in Pune, April 2018.

Software Engineer - Frontend, CREDR *July-2015 - May-2016*

I contributed to **https://www.credr.com**, focusing on migrating the Magento code base to BackboneJS. I developed a custom assets hashing utility to improve caching efficiency and seamlessly integrated it with the R.js Bundler.

Software Engineer - Zeus Learning *June-2013 - June-2015*

I developed educational software for Discovery Education, an international client. I created an automated tool that generates project skeletons, significantly reducing setup time from 2 days to just 10 minutes via a user-friendly GUI. My primary focus was on developing interactive games using canvas, such as shape cutting and geometric tasks like finding intersections of lines, circles, hyperbolas, and parabolas and interactive games like pool table, road race.

Skills

Frontend, ReactJS, Webpack, NodeJS, CSS, HTML, Javascript, Problem Solving, DSA

Education

B.Tech (Computer Science) *2009 - 2013*
Institute Of Technology, Nirma University *PPI: 8.05 / 10*