Arun Kumar

InkedIn | □ +91-8800141692 | ⊕ a--k.vercel.app | M chaudharyarun5797@gmail.com | • ArunNGun

Summary_

Results-driven Senior Software Developer specialized in MERN stack. Experienced in enterprise-level application development using React, Redux, Node.js, MongoDB, and GraphQL. Strong collaborator with a track record of delivering exceptional results. Recognized for outstanding performance and client appreciation. Passionate about leveraging MERN stack to create innovative and scalable solutions.

Skills

- React | Redux | NoSQL | JavaScript | TypeScript | C | MongoDB | GraphQL | Node | Express | NextJs | Zustand | webpack5 | Github actions
- GCP | Openshift 4 | CI/CD | React Testing Library | Jest | Enzyme | Unit Testing | OOP | Unreal Engine 4 | Game Development
- Microservices | Micro-frontend | Unleash | Frontend | Backend | Full-Stack | MERN | Storybook | Adobe analytics | English, Hindi

Experience _

Senior Software Developer

Telus International

Noida, India

07/2021 - current

- Led the design and development of multiple enterprise-level microservice applications, serving 30 million customers using the latest technologies of Node, GraphQL, MongoDB, PostgreSQL, Node, Openshift, and Amazon SQS.
- Went to on-site (Canada) to work closely with product owners which helped in clearing of blockers, better requirement gathering, Showing off my team's work resulting in boosting team's confidence and better relationship between team and POs.
- Designed and implemented Micro-frontend starter-kit to implement new apps and split the legacy app webpack5.
- Led the development of 10+ ReactJS common components used by multiple projects, from identifying requirements to implementation, testing, setting-up Storybook and publishing as npm packages.
- Enriched system metrics by integrating the platforms with adobe analytics; facilitated in-depth logging by correlating APIs with vector contexts.
- Implemented coding and unit test guidelines, pull-request template for various repos resulting in a 20% reduction in code defects and improved team efficiency, Conducted regular knowledge sharing sessions with fellow team mates hence embracing teamwork
- Integrated Unleash feature toggles in microfrontends and BFFs, optimizing project flexibility. Configured Unleash dashboard and established guidelines for seamless feature release management..
- Built PR-checks using **Github-actions** to stream line code review process for various repos.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, unit/BDT/integration testing.
- · Actively involved in hiring process for new developers, conducted various interviews on bi-weekly basis.

Project Engineer

Wipro

Bangalore, India 09/2019 - 07/2021

- Developed an Issue-tracker system using various libraries along with Reactis.
- Monitored and performed system health checks for SAP PLM and WWI Reports during post Go-live support.
- Saved 100% response SLA for all incidents in all towers in the last account I worked.
- Lead a team of 2 people in ALM to ensure completion of tasks in specified SLAs.

Education

Bachelor of Technology

KIET Group Of Institutions

U.P, India **08/2015 - 06/2019**

Major in Information Technology

Projects _

more projects

- DeathDoom (Unreal Engine 4 | C++ | Blender 3D): Developed a multiplayer 3rd person shooting game which got my team 2nd place in InnoTech 2017 competing against projects of categories like AI and Big Data. It has got over 4.6 lakh views on Youtube .Led a team of 3 and ensured timely completion of the project.
- Socialy: A Social media platform for developers using MongoDB, ExpressJs, ReactJs, OAuth, passportjs.

Others

- Recognized as the top performer employee of the Quarter, earning the prestigious WOW & BRAVO Award certificate for outstanding contributions to project delivery, team collaboration, and exceptional performance.
- Received multiple "Wow Award" for outstanding performance and going above and beyond at the project level.
- Got Certified in FED React/s-L3 at Wipro among 7 others out of 384 people.
- Lead a 3 man team and got placed 2nd in InnoTech-2017 (University Level project expo).
- Coursework: Data structures and Algorithms, Developing web apps, Linear Algebra.
- Started a Game Development Club in college and taught fundamentals of UE4 to fellow students at college.
- Conducted various educational sessions for underprivileged students while I was part of an NGO.