

BHAGYAM PANDEY



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[LinkedIn](#)

PROFESSIONAL SUMMARY

Software Engineer with nearly **3 years of experience** in building responsive and interactive applications using **React, Angular, TypeScript, and SCSS**. Proficient in developing intuitive UIs, optimizing workflows, and delivering scalable solutions while adhering to **Agile methodologies**.

SKILLS

Languages & Frameworks: React, Angular, JavaScript, TypeScript, SCSS, CSS, HTML

UI/UX: Responsive Design, UI/UX Design, Interactive UI Development

Development Tools: Figma, Git

Methodologies: Agile, Scrum

EXPERIENCE

Infrd Private Ltd.

July 2023 – Present

Software Engineer

Remote

- **Developed a User and Region Dashboard** with full CRUD functionality using Angular v16, streamlining the user management experience for B2B clients and reducing the time needed for onboarding new users by **40%**, leading to faster adoption rates
- Built the **Agent Settings Tab UI** and **Chain Agents Tab**, automating execution of **AI agents**, optimizing workflows and task sequencing in an **AI-driven system**.
- **Optimized the dashboard with Agent and Process tabs**, containing cards that display agent and chained agent information (processes), resulting in a **35% improvement in performance**, reducing load time and minimizing screen lag.
- **Streamlined configuration processes** by replacing backend-driven configuration scripts with an intuitive front-end UI (Model and Account Config), reducing configuration time by **40%** and leading to **25% fewer client-reported configuration errors**.
- Tech Stack: **React 16, Angular 16, TypeScript, SCSS, HTML**.

Infrd Private Ltd.

July 2022 – July 2023

Trainee Software Engineer

Remote

- Designed and implemented an **Annotation Tool** for categorizing document elements (questions, answers, headers) with a **dual-panel interface** for real-time token selection and highlighting.
- Engineered a responsive, user-friendly **UI** to enhance document navigation and improve interaction with content across devices.

PROJECTS

Doodle (Multiplayer Drawing Game) | Angular 18, TypeScript, SCSS, WebSocket

- **Engineered a real-time multiplayer drawing game** where users join rooms to draw and guess words, requiring at least two players to start.
- Designed an interactive room interface with a drawing canvas, user list, score panel, and real-time chatbox for communication and word guessing.
- **Integrated WebSocket** to enable real-time updates and dynamic interaction, ensuring accurate scoring based on guessing speed and participation.

Music Player App | React, TypeScript, REST API

- Created a music player app offering features like playlist browsing, song search, and playlist management.
- **Implemented a responsive and intuitive UI** using React, improving user experience and navigation across multiple screen sizes, with **accessibility support**.
- Enabled seamless navigation between tracks, albums, artists, and categories, providing users with a wide range of options and smooth transitions throughout the app.

EDUCATION

Lovely Professional University

2019-2023

BTech. in Computer Science and Engineering (CGPA: 8.5)