

UTKARSH RAI

Full-Stack Developer | DevOps Engineer | Game Developer

Noida, India

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GitHub: <https://github.com/DamT0wn>

PROFESSIONAL SUMMARY

Versatile and results-oriented Full-Stack Developer and DevOps Engineer with 2+ years of experience in cloud infrastructure, backend development, and CI/CD pipeline automation. Proficient in AWS, Azure, Docker, Kubernetes, and modern JavaScript frameworks such as React and Node.js. Possess strong expertise in agile development, RESTful APIs, and microservices architecture. Skilled in delivering optimized solutions and developing engaging game applications using Unity and Unreal Engine. Committed to scalable software development, cloud automation, and UI/UX-driven design.

EXPERIENCE

Founder | Software Engineer

Traffikah

Dec 2024 – Jun 2025 | Noida, India

- Designed a cloud-based traffic automation solution using microservices and containerized architecture.
- Reduced manual intervention by 50% by building automated CI/CD workflows with GitHub Actions and Jenkins.
- Deployed infrastructure on AWS using EC2, S3, Route 53, and IAM roles to ensure scalability and data security.
- Collaborated with a small team in an agile environment to deliver the MVP within 3 months.

Game Developer | Freelance Software Developer

Freelancer.com

Mar 2022 – Sep 2023 | Remote

- Developed over 10 full-cycle 2D/3D game projects for web and mobile using Unity, Unreal Engine, and C#.

- Implemented custom gameplay systems with C++, integrated physics engines, and optimized performance for 60+ FPS.
 - Delivered client projects 20% faster than the average delivery time and maintained a 95%+ satisfaction rate.
 - Utilized version control (Git) and agile methodologies for iterative development and feedback integration.
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PROJECTS

DevOps Portfolio Deployment

- Developed and deployed a personal portfolio using HTML, CSS, and JavaScript.
- Containerized the application with Docker and deployed it on AWS EC2 using a CI/CD pipeline via GitHub Actions.

Chat App (Full-Stack)

- Created a real-time chat application using Node.js, Express, Socket.io, and MongoDB.
- Implemented JWT-based authentication, RESTful API architecture, and a responsive frontend with React.js.

Tower Defense Game (Unity)

- Designed and programmed a 2D tower defense game using Unity and C#.
 - Integrated animations, sound effects, and UI components using Unity's asset pipeline.
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EDUCATION

Diploma in Computer Science Engineering
Galgotias University
Sep 2023 – Jun 2026

Intermediate – Mathematics & Computer Science
Stella Maris Convent Sr. Sec. School, Sultanpur
Apr 2021 – Jul 2023

High School (Science)
Stella Maris Convent Sr. Sec. School, Sultanpur
Apr 2020 – Mar 2021

TECHNICAL SKILLS

Languages: C++, Python, JavaScript, C#, HTML5, CSS3
Frameworks/Libraries: React.js, Node.js, Express.js, Bootstrap
DevOps & Tools: Docker, Kubernetes, Jenkins, GitHub Actions, Git, NGINX, Bash
Cloud Platforms: AWS (EC2, S3, IAM, Route 53), Azure
Game Engines: Unity, Unreal Engine
Databases: MySQL, MongoDB
Design Tools: Figma, Adobe XD
Other: REST APIs, Postman, Agile/Scrum, VS Code, Firebase

LANGUAGES

- English – Advanced
 - Hindi – Advanced
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INTERESTS

Game Development 🎮 | Cloud Infrastructure ☁️ | UI/UX Thinking 🎨 | Startup Building 🚀

CERTIFICATIONS

- Accenture Nordics - Software Engineering Job Simulation
- AWS - Solutions Architecture Job Simulation
- Career Essentials in GitHub Professional Certificate
- Career Essentials in Generative AI by Microsoft and LinkedIn

- **Introduction to C# Programming – University of Colorado**
- **Bharat Shikha Hackathon Certification**
- **Game Design and Development – Michigan State University**