

VIVEK KUMAR

Front-End Developer

EXPERIENCE

BYJU’S | Game Developer

Jan 2021 - Jan 2023, Bangalore

- Developed 50+ educational mini-games and simulation.
- Using **Typescript** in Cocos Creator 3D game engine.
- Collaborated with educators and designers to convert learning goals into engaging game mechanics.
- Optimized games for performance and memory on low-end devices.

Career Transition & Freelance | Front-end Developer

Feb 2023 - Feb 2025

- Took time to up-skill and transition into frontend engineering, while taking on minor freelance Unity game development tasks.
- Learned and practiced React, TypeScript, React Router, Redux Toolkit, Firebase, Tailwind.
- Built and deployed several projects:
 - Amazon-style e-commerce store
 - ChatGPT-style AI app

EWar Games | Game Development Intern

Jan 2020 - March 2020, IIT Roorkee

- Developed 3D arcade game FlipJump using Unity (C#).
- Integrated gameplay with EWar’s server using BlowFish encryption.
- Focused on core gameplay, UI polish, and server communication.

Meta Design Solutions | Game Development Intern

May 2019 - July 2019, Gurgoan

- Designed levels for Velawoods English, an English learning game.
- Worked with USequencer and Unity Timeline to implement cutscenes.
- Handled environment setup, camera movement, and cinematic transitions.

CONTACT

-  Portfolio: vivek-kumar.dev
-  Github: [DevGhazia](https://github.com/DevGhazia)
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ABOUT

Front-end engineer with 4+ years of experience and a background in game development. Skilled in React, TypeScript, and Redux. Passionate about creating performant, user-focused web apps.

EDUCATION

IIT Roorkee | BTech

July 2016 - April 2020

SKILLS

React.js, Redux, React-Router, Typescript, Javascript, Vite, Firebase, Tailwind CSS, HTML, CSS.

TOOLS

VS Code, Git, GitHub, Figma, Jira, Unity

AWARDS & CERTIFICATE

BYJU’S TechX Award - Ownership & Accountability 2022