



# Abhay Bajpai

## Software Engineer/Developer

### My Contact

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### Hard Skill

- Frontend-Backend Code Handling
- Feature Development
- Website Management/Designing
- Website Hosting

### Soft Skill

- Observation
- Decision making
- Communication
- Multi-tasking

### Tools & Architecture

- VS Code
- Jira Atlassian
- Git/Gitlab
- Google Tag Manager
- Magento Dashboard
- Rancher
- Contentful
- Unity Engine

### Technical Skills

#### LANGUAGES/DEV FRAMEWORKS

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|--|--|
| <ul style="list-style-type: none"><li>• C/C++</li><li>• Python</li><li>• HTML/CSS</li><li>• JavaScript</li><li>• SQL</li><li>• React/Node js</li></ul> | <ul style="list-style-type: none"><li>• Bootstrap</li><li>• Unity 2D</li><li>• Unity 3D</li><li>• JQuery</li><li>• Arduino IDE</li></ul> |
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### Education Background

- **THAPAR INSTITUTE OF ENGINEERING AND TECHNOLOGY**  
Bachelor of Engineering | Electronics and Communication Engineering |  
2018 - 2022 -> **8.36**
- **SIR PADAMPAT SINGHANIA EDUCATION CENTRE**  
2018 | CBSE (GRADE- XII) - **93.80%**
- **SIR PADAMPAT SINGHANIA EDUCATION CENTRE**  
2016 | CBSE (GRADE- X) CGPA - **9.4**

### About Me

Dedicated and detail-oriented Software Engineer with 1 year of experience. Cheerful team player and a highly skilled multi-tasker with a proven track record of delivering quality results within tight deadlines. The technical skills include experience in programming languages such as Javascript, Python, and C++. always eager to learn new technologies and programming languages to improve my skills and stay up-to-date with industry trends..

### Professional Experience

#### Mamaerth | Software Engineer | (07/22 - Present)

##### Key Responsibilities:

- Work upon features, bugs and site maintainance.
- Analyze other product websites for new features and development.
- Testing and QA for releases and verification
- Communication with Brandstore team for discussion and planning.
- Site Optimisation for better User Experience.
- Handling Dev Environment for testing and final preparation of feature/bug before pushing into production.
- Handling website with common-stack of multiple website(used for common code accessing).
- Overall Frontend Handling of more than 1 website.

#### Internship(SDE) | Mamaearth| (01/22 - 06/22)

- Worked in one of the most Prestigious FMCG startup of India ,i.e., **Mamaearth**(Honasa) as a **Frontend Developer** for **6 months**.
- Got a well verse environment of **Git, React-Javascript,Next Js and Redux** ,therefore a complete Frontend package with a diverse working environment.
- Worked as a **Frontend Developer for TheDermaCo, Ayuga and BBLUNT**(currently persuing) and made major contribution for the **release of BBLUNT website**.

### Projects

#### IP ADDRESS TRACKER-

- A website that will show location on the basis of IP address entered using the geolocation API.
- Used **Leaflet.JS** for mapping the area and **Open Street Map** for giving tile layers to the map and rendering it.
- Frontend template is made using **HTML/CSS and JS. API** also support **map accessing** using which we can use, drag and access the map accordingly.

#### GAME DESIGN-

- Started as **basic simulation of solar system**.
- Used **lighting system, sound VFX, scripting of rotation** around the sun and **giving skybox**.
- Made an interactive game of **rollerball** which used properties like **animation, canvas, moving enemies, coin rewards** and **game manager**.
- Made a game of **shooting balls towards enemies** that came in sight which are closing in our screen.
- For Assignment made a **Mario like simulator game** which mainly used concept like **parallax scrolling, moving platforms, interaction of player with world**.