

Vinayak Hegde

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EDUCATION

Shri Madhwa Vadiraja Institute of Technology and Management

Bachelor of Engineering in Electronics and Communication, 7.2 CGPA

Udupi, Karnataka

Aug. 2017 – July 2021

Jawahar Navodaya Vidyalaya

Class 6th to 12th, 10th - 9.2 CGPA, 12th(PCMB) - 76%

Uttara Kannada, Karnataka

July 2010 – May 2017

EXPERIENCE

Front-End Development Intern

Happymonk AI Labs

Apr. 2023 – Present

Bengaluru

- Converted Figma Designs to pixel perfect UI and functional pages.
- Implemented new features and fixed bugs in the company's main product application.
- Successfully revamped the Home page of Happymonk website with full responsiveness.

System Engineer

Infosys Limited

Dec. 2021 – Aug. 2022

Mangaluru

- Managed team ticket queue and troubleshoot in a timely manner and escalate to concerned teams when necessary
- Worked with operations and development teams to do Root Cause Analysis.
- Helped the application users in understanding the features and installation issues

System Engineer Trainee

Infosys Limited

Oct. 2021 – Nov. 2021

Mangaluru

- Got trained on basics of Java and Python
- Explored basics of DBMS and SQL

PROJECTS

Shopz | *React, Firebase, Redux, Material UI*

[Live Link](#) [Code](#)

- You can add products to your cart, search and filter products
- Implemented user registration, login and authentication using Firebase
- Used Redux toolkit for global state management
- Built the UI with the help of React and Material UI components

Wordle | *React, JSON-Server, Custom React Hook, Git*

[Live Link](#) [Code](#)

- Recreation of famous 5 letter word guessing game wordle
- This is written with React in Javascript. This is intended as an exercise to help me learn and become proficient in React.
- Created a json-server and hosted it to work as backend for this project

Ace Hunter | *HTML, CSS, Javascript*

[Live Link](#) [Code](#)

- A card game in which you have to find the Ace.
- To randomize the positions of the cards contained in a css grid, implemented dynamically changing positions of grid cells using vanilla javascript.
- Have used local storage to retain the game progress.
- Responsive layout design using CSS grid, flexbox and media queries.

Tetris Game | *HTML, CSS, Javascript*

[Live Link](#) [Code](#)

- Tetris is a puzzle game known worldwide for its iconic music and addictive gameplay.
- Created a simple version of teris without any frameworks.
- Rotate functionality was created by implementing the famous DSA question "Rotate a 2D Array by 90°".

TECHNICAL SKILLS

Languages: JavaScript, SQL, HTML/CSS, Typescript

Libraries and Frameworks: React, NextJS, Material-UI, Redux, GraphQL

Developer Tools: Git, VS Code