

VINOSHEN SILVARATNAM

FrontEnd Engineer

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About Me

I'm a frontend developer with over 5 years of professional experience, specializing in building modern, responsive web applications using React.js. I have a deep understanding of JavaScript (ES6+), HTML5, and CSS, along with hands-on experience using modern frontend tools like vite and npm/yarn. My expertise includes crafting cross-browser and cross-region compatible interfaces, implementing responsive design principles, and managing complex application states using tools like Redux and React Context.

Education

Bachelor of Computer Science (2017)
Multimedia University Cyberjaya

Skills

React / React Native

Javascript

Typescript

Redux

Express JS

CSS

Language

- English
- Malay
- Tamil

Experience

O KodeBaze

React Developer

2022 - Present

- Contributed to KodeCrew, a blockchain developer evaluation platform, and developed a customized dashboard solution for international clients while collaborating with a multi-cultural team.
- Built and maintain a private shared UI library to streamline frontend development across teams. (React Native, React, TypeScript, Redux, and Azure DevOps)

O NightMorning Studios

2020 - 2022

Full Stack Developer

 Created a custom dashboard for a game to let non-designers update data, and implemented backend functionality using React, Express.js, FaunaDB, AWS S3, Netlify, and Redux Toolkit.

Streamline Studios

2018- 2020

Junior Game Programmer

- Built the mobile game NightStream (Unity, C#) with integrated Facebook Open Graph sharing (Express.js, Pug.js), and developed the cross-platform title Bake N Switch (Unreal Engine 4, C++).
- Also contributed to level design on the AAA game OutRiders (Unreal Engine 4).

O SteelCase Malaysia Sdn Bhd

2017 - 2017

Junior Application Engineer (Internship)

- Engineered an AR Android app for 3D product visualization (Unity, Project Tango) and created an InDesign scripting plugin for automated image placement.
- Additionally, built tools for large-scale data validation (Excel VBA), XML-to-database workflows (Java, MySQL), and a web-based chatbot prototype (JavaScript, HTML/CSS, DialogFlow).

References

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