

Anmol Bajpai

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Skills

Languages: JavaScript, TypeScript, C#

Libraries: React.js, React Hooks, React Router, Redux, Context API

Frameworks: Node.js

Tools: Git, GitHub, Postman, Figma

Databases: MongoDB, Firebase

Other: Material UI, Tailwind CSS, HTML, CSS, REST APIs

Education

Manipal University Jaipur, Bachelor Of Technology in Computer Science

July 2020 – July 2024

- CGPA: 8.2

Experience

Software Development Engineer I, Petals Studio

May 2023 – Present

- Architected and implemented **interactive front-end screens** using **Unity's UI Toolkit**, improving user engagement by **20%** as measured by average session time within the app.
- Spearheaded front-end feature implementation for the quiz app **Qzone** using **React.js**, orchestrating state management and designing responsive layouts for an enhanced user experience.

Software Development Engineer Intern, Caravel.Tech

Jun 2022 – Oct 2022

- Pioneered the development of a hyper-casual Tag game as the sole programmer, utilizing Unity and C# and trimming the game size by **25%** through rigorous optimization techniques.
- Engineered a fully functional game prototype within the four-month internship, exhibiting comprehensive game development abilities and creating 2,000 lines of clean, commented C# code.

Projects

Qzone – Quiz Application

www.qzone.live

- Collaborated on the development of a quiz application's frontend, implementing responsive layouts and integrating interactive components using React.js.
- Synchronized state management with API calls to deliver dynamic question rendering and analyze user progress effectively.
- Tools Used: React.js, TypeScript, HTML5, CSS3

Calyx Chronicles – Mobile Game

[Play Store Link](#)

- Orchestrated the front-end and user interface of the mobile game **Calyx Chronicles** using **Unity UI Toolkit**, prioritizing responsive layouts and visually captivating screen designs.
- Liaised with the game design team to transform gameplay features into functional, polished UI elements that elevated player engagement.
- Tools Used: C#, UXML, USS, UI Toolkit

UI Components Library for Game Interfaces

2023

- Assembled a comprehensive set of reusable UI components such as carousels, daily rewards panels, animated loaders, and progress trackers with Unity UI Toolkit, streamlining interface development across the project.
- Accelerated development speed by **30%** by modularizing UI elements and standardizing component usage across multiple screens.
- Tools Used: C#, UXML, USS, UI Toolkit