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Solo Projects [A Select Few]

InnerNote [WIP]

React Native, SQLite, Expo, Zustand, On-Device AI

A privacy-focused offline journaling app for emotion tracking and self-reflection, live queries, and an on-device AI engine for contextual insights – showcasing local-first architecture and seamless offline experience.

PPFAS SelfInvest [amc.ppfas.com/app]

Fintech, React Native, TypeScript, Redux, Root Detection

A high-security fintech app enabling investors to buy, redeem, and manage mutual fund investments. Built with strong emphasis on compliance, performance, and data protection — featuring root/debug detection, encrypted local storage, and optimized API communication. Serves 300,000+ investors across Android and iOS for seamless transactions and real-time portfolio tracking.

SHADES: Combat [bhaambhu.com/shades]

Unity3D, Realtime Multiplayer, Enemy AI, In-App-Purchases, Ads

A 3D top-down shooter game for the android platform – **1.5 million players, 4.5-star rating from 21K reviews**. The biggest learning was **real-time concurrency control** – managing multiple players that are accessing and manipulating the same resources, in both **peer-to-peer** (LAN) and **client-server** (Online Multiplayer) environments.

NativePing [nativeping.com]

React Native, Push Notifications, Node.js, Vite, Laravel

A push notification service for React Native apps, offering a simple npm plugin for one-line mobile integration, and a web interface for filtering users and send targeted push notifications.

CAPTAIN [bhaambhu.com/captain]

Full Stack, Django, Next.js, React Native, PostgreSQL

An open-source learning app with a Django backend, NextJS front-end for staff, and a **React Native** app for learners. It's an **intelligent tutoring system** that can be used to teach any subject while adapting the course to the learner. The system is made in such a way that no piece of knowledge needs to repeat.

Unity Ludo Framework [bhaambhu.com/unity-ludo]

Unity3D, C#, AI

An open-source **Unity3D** project for creating any type of Ludo game. Currently setup as a mobile-based 2D Ludo game with **working AI**. Can be easily extended to a 3D game or a completely different Ludo game if needed.

Portfolio [bhaambhu.com]

Three.js, React, Next, TypeScript, Tailwind

My personal website/portfolio project. It is a **Next JS** project that utilizes **TypeScript**, **Tailwind CSS** and static export. It has a **responsive design**. Feel free to use it and make your own portfolio with it.

Education [For Learning How To Do Stuff Properly]

[2018–22] PhD (AI & Intelligent Systems) – CDLU – UGC SRF

[2014–17] M.C.A. – Kurukshetra University – 70.71%

[2011–14] B.Sc. Computer Science – CDLU – 80.72%

Work Experience [Corporate]

Senior Engineer @Parag Parikh AMC

February 2023 – Present

- Built new projects in React-Native/expo; migrated legacy apps from JS to TypeScript; context API to Redux; refactored codebases.
- **Defined documentation, testing, and release standards**; streamlined CI/CD processes; enforced clean-code and security practices.
- **Owned full mobile release cycle**: App Store & Play Store submissions, OTA updates, release announcements.
- **Implemented security enhancements** (root detection, mock location prevention, debug protection, etc.) and various measures for fintech apps.
- **Initiated regularly measuring and optimizing various app performance factors** – TTI, FPS, resource load times, memory usage, etc.
- Built and deployed a custom helpdesk solution, replacing Salesforce and saving the company significant costs (solo project in company).
- Built the corporate investor portal app, boosting enterprise client management (solo project).
- Interpreted SEBI circulars into dev timelines; currently leading WCAG-compliant accessibility upgrades.

Web Developer @OOPS InfoSolutions

September 2016 – October 2018

- Developed full-stack applications with Java, PostgreSQL, PHP, and MySQL.
- Designed application architectures and lead client-facing prototyping/demos.

Skills [Relevant Ones]

- React Native, Expo, EAS, TypeScript, Redux, Redux-Saga, MMKV, quick-crypto, FlashList.
- Mobile release pipelines (App Store, Play Store, OTA updates), building native plugins.
- Debugging & monitoring tools (BugSnag, Flipper, Firebase, Sentry), Jest, Appium.
- Cross-platform app design, Figma, REST APIs, Unit Testing, Git, Trello, etc.

About Me [Very Briefly]

I'm a passionate software engineer with 12+ years of experience building secure, scalable apps.

Known for paying good attention to UI/UX and app smoothness, and writing clean scalable code.