Himanshu Kurapati

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SUMMARY

Maintained **80+ client mobile apps** and **built two Unity/C# games** with over **100K downloads**. Recently launched **Job Sculptor**, an **OpenAI-powered job-application manager**. Experienced in leading startup teams and designing intuitive UI/UX with **React Native**, **Supabase**, **Unity**, and **Salesforce**. **MS-CS candidate** (GPA 3.7) ready to deliver full-cycle solutions from design through deployment.

EDUCATION

- **Masters in Computer Science**
  Northern Arizona University | CGPA: 3.7 out of 4 | *May 2025*
- **Bachelor of Technology in Computer Science and Engineering**
  Marri Laxman Reddy Institute of Technology and Management, INDIA | CGPA: 6.6 out of 10 | *Aug 2022*

TECHNICAL PROFICIENCIES

Technologies: TypeScript, JavaScript (ES2023), Python, Java, C#, Apex (Salesforce), SQL/PostgreSQL, HTML5, CSS3, React Native + Expo, React, Node.js
Platforms: iOS, Android, Web, Salesforce
Cloud & Back-End: Supabase (PostgreSQL | Edge Functions), Firebase, RevenueCat, OpenAI GPT API
Tools & DevOps: Git, GitHub, GitHub Actions, Android Studio, Xcode, Redux Toolkit, FlashList
Design & Multimedia: Figma, Photoshop, Illustrator, Unity, React Native Reanimated, UI/UX (Tailwind/Nativewind)

PROFESSIONAL EXPERIENCE

Senior Analyst, Capgemini   **Aug 2022 – Dec 2023**
- **Developed and customized Salesforce solutions** for clients, optimizing business processes and enhancing user experience by implementing Apex triggers, workflows, and validation rules.
- **Led the implementation of Salesforce Lightning migration**, improving the user interface and reducing system downtime by 15%.
- **Collaborated with cross-functional teams** to deliver projects on time, utilizing Agile methodologies and ensuring alignment with client requirements.
- **Administered Salesforce platforms**, managing user roles, data security, and system integrations to enhance operational efficiency.

Intern, Capgemini   **Feb 2022 – May 2022**
- Trained in **Salesforce administration and development**, creating custom objects, automating workflows, and collaborating on live projects.
- Developed a **PayPal clone app** in Salesforce, contributing to data validation, and creating **Lightning Web Components**.

Freelancing, Fiverr   **Dec 2020 – Dec 2023**
- Delivered **Unity development services** for 50+ mobile apps, focusing on **ad integration and bug fixing** for improved performance.
- Completed over 70 projects with an **average 5-star rating**, enhancing client projects by optimizing performance and reducing errors by **30%.**
- **Specialized in Unity 3D and C# scripting**, delivering custom solutions to clients and incorporating advanced features such as in-app purchases, animations, and leaderboard integration.
- Profile: https://www.fiverr.com/himanshu2404

Founder & Lead Developer, Astro (Independent Game Studio)   **July 2020 – April 2021**
- **Built and launched** two Unity/C# mobile games (*Tesla Off-Road*, *X-Blade*) under Astro, reaching **100 K Google Play downloads & 1 K App Store installs**.

- **Led a 5-person student team** through Agile sprints; shipped a **Student Management System** web app for a local client on time and within scope.
- **Managed all product, UX, and release tasks,** created astro.org.in portfolio site, and handled store listings, ASO, and in-app monetization.

PROJECTS

JobSculptor — AI-Powered Job-Application Manager   **Feb 2025 – Present**
Role: Founder / Full-Stack Dev

- **Shipped** cross-platform app (**React Native/Expo · Supabase**) where users paste a **job URL**; the app imports details, pre-fills fields, and delivers an **AI match score with skill-gap tips**.
- **Integrated GPT-4o chatbot** that suggests résumé keywords, drafts recruiter emails, and runs mock interviews—tested in **200+ Q&A sessions**.
- **Built offline-first stack** with **Redux-Persist + FlashList**, keeping **60 FPS** on low-end devices.
- **Launched freemium model** (RevenueCat · JWT) and automated TestFlight/Play releases via **EAS CI/CD**.

Game Development   **April 2020 – Feb 2021**
Role: Programmer

- **Designed and developed two mobile games (Tesla Off-Road, X-Blade)** using Unity and C#, resulting in 100K downloads on Google Play and 1K downloads on the App Store.
- **Led a team of 5 developers**, coordinating tasks and ensuring efficient development using Agile methodologies.
- **Programmed game mechanics and integrated in-app purchases**, improving monetization for Tesla Off-Road, which achieved a 4.5-star rating.
- **Designed user interfaces** using Photoshop and Illustrator, contributing to a smooth and engaging player experience.

CERTIFICATIONS

1. Salesforce Certified Platform developer- 1
2. Salesforce Certified Associate
3. Unity Game Development, Udemy