# **MUNISH KUMAR**

### **Software Developer**

Auckland, NZ64272553457

munishk686@gmail.comPortfolio

GitHub in LinkedIn

#### **Summary**

Full-stack developer with strengths in React/Next.js + TypeScript on the front end and Node.js/Express, MongoDB, and AWS on the back end. Built IoT and CRUD applications with secure auth, real-time telemetry, and responsive UIs. Skilled in performance tuning, testing, and deployment.

#### **Skills**

**Front-end:** React, Next.js, TypeScript, Tailwind CSS, responsive design, accessibility, performance optimization

Back-end: Node.js, Express, REST APIs, MongoDB, Firebase, AWS (Lambda, S3, Cognito, API

Gateway), Docker

**Testing/Tools:** Jest, React Testing Library, ESLint, Prettier, GitHub Actions **Practices:** UX collaboration, CI/CD, documentation, agile teamwork

### **Experience**

#### Front-End Developer (R&D) - Adroit, Auckland

Jun 2023 - Jun 2024

- Built IoT device dashboard (**React/Next.js**, **TypeScript**) surfacing telemetry in real-time for 400 devices: reduced fault detection time from hours to mins.
- Designed responsive UI and optimized list rendering, improved dashboard load speed and user experience across devices.
- Implemented role-based access and alerting views with clear, user-friendly layouts.
- Integrated AWS services (Lambda, S3, Cognito, API Gateway) to support real-time device data and role-based access in the dashboard.

#### **Professional Driver (part-time)**

2003 - Present

 Operated in safety-critical environments with zero no-shows: strong record in incident response and customer communication. Balanced part-time shifts alongside study and software work.

#### **Projects**

#### IoT Ops Dashboard (Next.js/TypeScript) - GitHub • Demo

Built responsive front-end with telemetry graphs and alert views, improving visibility and speed of identifying device issues.

### **Speed App (Next.js/MongoDB)** - <u>GitHub</u> • Demo

Responsive CRUD app with secure authentication, pagination, and form validation; optimized performance and ensured code reliability with testing.

### Real-Time Multiplayer (Unity + Firebase) - GitHub • Demo

Built real-time sync of player state with interpolation for smoother UI; demonstrated low-latency rendering.

#### **Education**

### **Bachelor of Computer and Information Science** - AUT, Auckland

Completion: *Jun – 2025* 

Certification in Computing - Te Wananga o Aotearoa, Auckland

Completion: *Nov – 2005* 

## **Professional Highlights**

Strong communicator: collaborates closely with product/design, writes clear pull requests, and documents decisions succinctly.