

# Vinay Kumar Yadav

Senior Software Engineer with 5 years of experience building performant web and mobile applications using React, React Native, TypeScript, and Node.js. Skilled in Agile development, CI/CD pipelines, state management (Redux, Zustand), and cloud deployment strategies. Passionate about creating scalable frontend architectures, writing unit/integration tests, and mentoring junior developers.

• Bangalore, India

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## Education

Lovely Professional University, Punjab, India

May 2019

Bachelor's in Computer Science (with a minor in IOT and Embedded Systems)

## Skills

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|----------------|------------|--------------|----------------|-------------------|
| • React Native | • React JS | • JavaScript | • Typescript   | • Redux           |
| • Zustand      | • GraphQL  | • RestAPI    | • Vite         | • NextJS          |
| • Node JS      | • Jest     | • Appium     | • Unit Testing | • Fastlane, CI/CD |

## Professional Experience

### Senior Software Engineer

*In Time Tec, Bangalore, India | January 2024 – Present*  
*Software Engineer | November 2021 – December 2023*

- Designed and delivered multiple core features in a React Native app, contributing to noticeable performance and stability improvements based on internal QA metrics and user feedback.
- Worked closely with designers and backend engineers to develop and release 3 major mobile apps and 2 web apps, now in use by thousands of users globally.
- Set up CI/CD workflows using GitHub Actions and Fastlane, automating routine deployment tasks and reducing manual errors during release cycles..
- Acted as a mentor to junior team members, reviewing pull requests and helping them ramp up faster through pair programming and tech discussions.
- Improved test coverage using Jest and Appium, increasing regression detection by 35% and enhancing release confidence.

### Software Engineer

*SimplexMLM, Bangalore, India | November 2020 - July 2021*

- Refactored and optimised the existing codebase to improve app load time by 25% and reduce crash rates across devices.

- Developed responsive web interfaces using React.js and TypeScript, improving accessibility scores by 20% and user satisfaction metrics by 15%.
- Partnered with testers and designers to launch 4 major features in under 6 months, adhering to Agile sprints and a tight release schedule.

## Projects

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### **GOM Mix Video Editor**

2024 | *React JS, Fabric JS, TypeScript, Material UI, SCSS*

- Engineered a browser-based video editor with custom timeline and keyframe animation support using Fabric.js and TypeScript.
- Implemented shader effects and canvas rendering for interactive editing experiences, improving visual performance by 25%.
- Integrated direct download/export functionality for edited projects, increasing user retention by simplifying project saving.

### **NextGen Agtech (Feedlot Management)**

2023 | *React JS, React Bootstrap, TypeScript, REST API*

- Designed and developed a scalable cattle management web app used for health monitoring, feed inventory, yard planning, and billing.
- Connected RESTful APIs for real-time sync and reporting, improving decision-making speed by 30% in livestock operations.
- Refined form usability and UI flows, reducing field input errors by 30% and enhancing operational efficiency in remote rural feedlots.

### **Liingo Content Management Platform**

2022 | *React Native, React JS, REST API*

- Built a cross-platform content delivery system enabling small businesses to manage digital content from a unified interface.
- Focused on performance optimisations, achieving smooth UX across mobile and web with a different codebase.
- Collaborated with backend teams to streamline API integration and improve image/media handling by 50%.

### **AEYC Mobile App**

2021-2025 | *React Native, Redux, Fastlane*

- Designed and supported a mobile app for early childcare educators, deployed on iOS and Android for 30K+ users and with over 300 screens.
- Automated deployment using Fastlane, reducing manual release steps by 70% and improving update consistency.
- Delivered iterative improvements based on user feedback, boosting app usability.