

# Pulkit Guglani

## Software Developer

Portfolio: [pulkit-guglani.github.io](https://pulkit-guglani.github.io)

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## SKILLS

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- **Programming Languages:** JavaScript, TypeScript, C#
- **Frontend Technologies:** React, React Native, Next.js, HTML, CSS, Tailwind, Jest
- **Backend Technologies:** Node.js, Express, Nest.js, REST API, AWS, SQL, NoSQL
- **Development Practices:** Agile, TDD, Pair Programming, Clean Coding, Jira, CI/CD
- **Soft Skills:** Agile Project Management, Cross-functional Collaboration, Client Requirement Analysis, Code Reviews, Performance Optimization

## WORK EXPERIENCE

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### [Redrob](#) by McKinley Rice

Software Developer 2

Noida, India

Dec 2023 - Present

- Engineered Redrob from the ground up – AI-powered job search and recruitment platform scaling to 500K+ users, which led to successful **Series A Funding** from investors.
- Tech Stack: Next.js, TypeScript, Tailwind (frontend), NestJS (backend), OpenAI for AI-driven candidate/job search, and data formatting for AI modules.
- Designed scalable and modular system architecture, ensuring high performance, ease of modification, and maintainability using industry-best design patterns.
- Implemented Agile best practices, improving code quality and maintainability via code reviews, pair programming, and best coding practices.

### [Kitaabh](#) by Lotus Wireless

Front End Engineer

Remote

Mar 2023 - Nov 2023

- Developed advanced accounting software (desktop & web) similar to Tally, enhancing UI, automation, and server integration for seamless remote data access.
- Implemented complex state management and business logic, ensuring accurate financial calculations and formula-based computations.
- Wrote clean, modular, and maintainable React code, collaborating with the backend team to optimize architecture and data structures.
- Led and mentored junior developers, enforcing best coding practices, maintaining high code quality, and ensuring timely feature delivery.

### Freelance

Full Stack Developer

Remote

Sep 2022 - Feb 2023

- Developed Order Management System for client and made personal projects using the MERN stack.
- Frontend: React, React Native, HTML, CSS, Bootstrap, and Material UI.
- Backend: Node.js, Express, MongoDB, and Firebase.

## MadOverGames

Full Stack Developer

Remote

Aug 2021 - Apr 2022

- Developed fully-fledged [Bubble Shooter games](#), driving **5M+ downloads** and maintaining **4K+ daily active users (DAU)** worldwide.
- Designed and implemented engaging, interactive, and responsive **UIs**, integrating **game physics and mechanics** for a seamless player experience.
- **Tech Stack:** Unity, C#, Animations, JSON, JavaScript, REST APIs, Authentication, and Analytics APIs.
- **Optimized game performance and user engagement** through data-driven improvements and analytics integration.

## GameNagri Studios: Full Stack Developer

Full Stack Developer

Remote

Jan 2020 - Aug 2022

- **Led an 8-member team** of programmers, artists, QA, and marketing personnel, ensuring seamless execution across projects.
- **Black Sheep:** Led the end-to-end development of a **procedurally generated 2D platformer** from prototyping to launch on the **Play Store**. The official game for **Raftaar's rap GOAT Dekho and Black Sheep**.
- **House Attack:** Designed and developed **3D AR action game** with **controller and head movement controls**, collaborating with **JIO Tesseract** for their **JIO Glass** device.
- **Ludo 2070:** Created **3D online multiplayer Ludo game** with **unique power-ups**
- Worked with **Unity, multiple SDKs, JavaScript, Node.js, UI, APIs, Azure Cloud APIs, Google AR, and Multiplayer systems** across various game development projects.

## KahaniBox: Full Stack Developer

Junior Software Engineer

Remote

May 2019 - Nov 2019

- Contributed to early development of Kahanibox, a narration-based Indian language story game with **1M+ downloads**.
- Enhanced user experience with a **smooth, transitive UI** by designing **flow diagrams** for various story workflows and aligning the UI accordingly.
- Collaborated with **UK developers** to **design tools** and **convert story scripts** into playable game experiences.

## EDUCATION

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### GRADUATION

#### Bachelor of Technology (B.Tech) | Computer Science Engineering

2017 - 2021

Punjab Technical University, CGC | Mohali, Punjab

### CERTIFICATION

#### [Advanced React](#) by Meta through Coursera

2022

Punjab Technical University, CGC | Mohali, Punjab