Sahil Kumar

Bengaluru,India | sahil511kumar@gmail.com | +91 6396850109 | [LinkedIn](#) | [Github](#)

Software Engineer (Frontend)

Frontend Engineer with **3 years of experience** developing **scalable, high-performance web applications** using **React, TypeScript**, and modern tooling (**Vite, Next.js**). Skilled in **performance optimization** (cut load times by **98%**), **data visualization dashboards**, and **mentoring teammates**. Focused on delivering **user-centric solutions** that drive **measurable business impact**.

Skills

- **Languages:** HTML5, CSS3, JavaScript (ES6+), TypeScript
- **Technologies:** React, Next.js, Redux, Redux Saga, Tailwind CSS, Sass, Ant Design, Vite, Webpack, Babel, REST APIs, Git
- **Others:** Data Structures & Algorithms, Web Performance Optimization, Design Patterns, Unit Testing (React Testing Library, Jest), Monitoring (Sentry), CI/CD (GitHub Actions), Figma

Work Experience

- **PlaySimple Games, Bengaluru** | *Software Engineer (Frontend) | Aug 2023 – Present*
  - **Spearheaded migration** from **CRA to Vite**, cutting hot reload by **90%** (10s → <1s) and cold start by **97%** (30s+ → <1s), boosting developer productivity.
  - Optimized builds with **esbuild**, reducing build times by **80%** and accelerating release cycles.
  - Designed a **multi-visualization dashboard**, reducing data analysis time by **30%** and enabling faster decisions.
  - **Mentored an intern** on React best practices, improving delivery speed by **25%** and fostering team knowledge-sharing.
- **PlaySimple Games, Bengaluru |** *Associate Software Engineer (Front End)* **|** *Jun 2022 - Jul 2023*
  - **Refactored and optimized chart rendering pipeline**, reducing load time by **98%** (60s+ → 1s) and delivering a significantly smoother **user experience**.
  - Expanded **unit test coverage** for utility components from **10% to 30%**, strengthening code reliability and maintainability.
  - Enhanced **production debugging** with source maps, reducing bugs by **40%**, and integrated **Sentry monitoring**, enabling real-time error tracking and cutting issue resolution time by **30%**.
- **PlaySimple Games, Bengaluru** | *Trainee SDE (Front End) | Jun 2021 – May 2022*
  - Built a **player profiler tool** using the **MVC pattern**, improving QA efficiency by **30–40%** and reducing troubleshooting time by **25–35%**, accelerating bug resolution and testing workflows.
  - Developed a **high-performance search bar** with **Elasticsearch** and **debouncing**, cutting unnecessary server calls by **90%** and significantly improving responsiveness.

Education

- **B.Tech in Computer Science and Engineering** | DIT University, Dehradun, Uttarakhand | 2022
- **CGPA**: 8.44/10.00

Projects

- [**Kaizen (Productivity App)**](#) – Built with **React, Vite, and Supabase** (with user authentication). Includes a **Pomodoro timer** and **journaling module** with **data visualization dashboard** (daily streaks, focus metrics). Designed with a **scalable architecture** for upcoming modules (day planner, habit tracker, book list) and future **AI-driven analytics**.
- **Blogs** – Authored technical blogs on **CRA to Vite migration** and **choosing the right chart library**, published on [Dev.to](#)