


UJJWAL VIVEK

PRODUCT MANAGER  BENGALURU URBAN, INDIA  +918789389591

◦ DETAILS ◦

Bengaluru Urban
India
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◦ LINKS ◦

[LinkedIn](#)
[GitHub](#)
[Works](#)
[Website](#)

◦ SKILLS ◦

Agile Methodologies
Market Research
Product Lifecycle Management
Roadmap Development
Data-Driven Decision Making
JIRA and Confluence
Sprint Planning & Execution
Mixpanel Analytics
Git Version Control
Stakeholder Management
Unity & Unreal Engine
Linear
Figma
Firebase
SQL
CI/CD
Node.js
React.js

◦ CERTIFICATIONS ◦

Meta - Front-End Developer
Professional Certification

Google - UX Design-
Professional Certification



PROFESSIONAL SUMMARY

3+ YOE. Product-minded generalist with a background in shipping fast, fixing chaos, and keeping teams aligned. I thrive where ownership is messy, specs are vague, and people need direction. I've shipped across Quick Commerce, VR, Gaming, and Mobile; from MVPs to Ops automation, and scaled what works. I bring structure without slowing things down, move fast, write clearly, and make sure good ideas don't get stuck in backlog limbo.



EMPLOYMENT HISTORY

Project Manager at Origin, Bengaluru

July 2024 — January 2025

- Drove 2x user adoption in 3 months from MVP to Launch.
- Enabled 3k+ monthly orders by reducing order processing to 5 mins via real-time inventory & dispatch optimization.
- Presented data-driven insights to investors, directly influencing pre-seed funding.
- Integrated ONDC to cut order fulfillment time from 1hr to 30 mins.
- Automated daily inventory indenting, cutting manual workload by 50%.
- Achieved 99% iOS / 97% Android stability.
- Decreased load times by 2.5s through indexed inventory caching.
- Negotiated vendor contracts, cutting warehouse ops costs by 25%.

Associate Product Manager at Terra, Bengaluru

March 2023 — June 2024

- Launched 3 MVPs in 5 months; drove early-stage iteration cycles to chase PMF.
- Redesigned UX for younger users, boosting 2x engagement.
- Ran public onboarding events; educated 300+ users with 60% retention.
- Reduced design-to-dev handoff by 1 day and improved deployment time by 6 hrs.
- Led sprint planning, accelerating feature releases by 2 days.
- Applied Unity & C# expertise to solve visual & performance bottlenecks.

Project Manager at AutoVRse, Bengaluru

November 2021 — March 2023

- Trained 25K+ UltraTech employees via VR across 50+ SOPs.
- Deployed safety VR sims for Vedanta (Mining) & Shell (Reactor).
- Translated SOPs into dev-ready storyboards, planned Roadmaps.
- Cut delivery cycles by 25% with Agile-Waterfall hybrid approach.
- Built feedback loop adopted by 15+ team members; enhanced collaboration.
- Authored training docs to streamline onboarding across clients.



EDUCATION

Bachelors of Technology, Manipal University, Manipal

2021

Graduated Computer Science & Engineering with 8.0 CGPA

Capstone Project: The Reckoning - Multiplayer FPS [Unreal Engine]

1. Minor in Software Testing & Analysis.
2. Minor in Distributed and Cloud Computing.
3. Minor in Advanced Computer Networks & Security.
4. Concurrent exploration in startups and freelance projects.