

UJJWAL VIVEK

PRODUCT MANAGER 📍 BENGALURU URBAN, INDIA 📞 +918789389591

◦ DETAILS ◦

Bengaluru Urban
India
+918789389591
hello@ujjwalvivek.com

◦ 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**.