

# VIVEK KUMAR

Front-end Developer

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## EXPERIENCE

### BYJU'S | Game Developer

Jan 2021 - Jan 2023, Bangalore

- Developed 50+ educational mini-games and simulation.
- Using Typescript in Cocos Creator 3D game engine.
- Collaborated with educators and designers to convert learning goals into engaging game mechanics.
- Optimized games for performance and memory on low-end devices.

### Career Transition & Freelance

Jan 2023 - Feb 2025

- Took time to up-skill and transition into frontend engineering, while taking on minor freelance Unity game development tasks.
- Learned and practiced React, TypeScript, React Router, Redux Toolkit, Firebase, Tailwind.
- Built and deployed several projects:
  - Amazon-style e-commerce store
  - ChatGPT-style AI app

### EWar Games | Game Development Intern

Jan 2020 - March 2023, IIT Roorkee

- Developed 3D arcade game FlipJump using Unity (C#).
- Integrated gameplay with EWar's server using BlowFish encryption.
- Focused on core gameplay, UI polish, and server communication.

### Meta Design Solutions | Game Dev Intern

May 2019 - July 2019, Gurgaon

- Designed levels for Velawoods English, an English learning game.
- Worked with USequencer and Unity Timeline to implement cutscenes.
- Handled environment setup, camera movement, and cinematic transitions.

## EDUCATION

### IIT Roorkee | BTech. Chemical Engineering

July 2016- July 2020, IIT Roorkee

## SKILLS

Frontend: **React**, **Redux-Toolkit**, **React-Router**, Node.js, Vite, Firebase, Typescript, Javascript, Tailwind CSS, HTML, CSS.

## TOOLS

Git, GitHub, VS Code, Figma, Jira, Unity(C#).