

Anubhav Kumar

Software Design Engineer

Email: anubhav.kumar27@gmail.com

Phone: (+91) 8130821074

 keiken.dev

 github.com/keiken-shin

 linkedin.com/in/keiken-shin

Professional Experience

Software Design Engineer III

— Jan 2023 - Present

Threye Interactive - India

- Working on processing and visualization of time series data with AI powered NLP based analysis.
- Contributing to developing an on-premise, self-hosted GIS platform, focusing on satellite imagery conversion to cloudless data, terrain data integration, and the procedural generation of 3D tiles for visualizing buildings, roads, and other structures with an in-house built 3D tiler.
- Undertook multiple venture/research projects in new domains and successfully delivered POCs to production ready results. These include:
 - Built an internal Unity VOIP solution based on WebRTC.
 - Achieved HLA compliance for simulations, enabling interoperability between multiple simulations.
 - Engineered a system for running AI models locally on-premise.
 - Additionally, created a VoIP-based system for conversing with LLM(s).
 - Integrated Knowledge Graph with LLM sessions using Neo4j and Langchain.
- Designed an internal system responsible for managing pipelines for 3D content, handling data consumption, and streamlining workflow processes.
- Managed on-premise DevOps processes for application deployment, automation of workflows, optimizing load reduction and improving system performance.
- Developed AR/VR projects using diverse technologies, including 3D Rendering Engine like Babylon.js with WebGL and Unity.
- Provided guidance and mentorship to the team, fostering a collaborative environment and ensuring their professional growth.
- Collaborating with team members to plan and allocate tasks, ensuring efficient project execution.
- Conducting code reviews, providing constructive feedback, and ensuring adherence to coding best practices and design principles

Frontend Developer

— June 2021 - Jan 2023

Cove - Singapore

- Developed and maintained company website initiatives using Next.js, focusing on feature-based development. This included the creation of a filter system, integration of Google Maps, and customization of markers to list properties.
- Assisted in transitioning from multiple frontend repositories to a single monorepo, streamlining the development process.
- Replaced the Bootstrap-based style system with TailwindCSS to enhance the website's aesthetics and performance.
- Built a comprehensive Landlord Dashboard system to display analytics related to specific rented houses, including tickets raised by tenants and their resolutions.
- Collaborated closely with designers and the marketing team to create a modern, responsive, and accessible website UI.

- Conducted extensive cross-browser and device testing, ensuring compatibility across 3 major browsers Chrome, Firefox, and Safari, and improving mobile responsiveness by 20%.
- Improved Core Web Vitals score from 76 to 92, optimizing the website for faster load times and a better user experience.

Software Engineer

— Nov 2020 - June 2021

GamyFI - India

- Explored blockchain web development, focusing on decentralized apps (DApps) and Non-Fungible Token (NFT) marketplaces, and gained hands-on experience in their diverse applications.
- Developed smart contracts using Solidity, contributing to the creation of DApps and deepening my understanding of blockchain technology.
- Architected and implemented robust frontend solutions for NFT marketplaces and gaming applications using React with TypeScript, GraphQL, and Web3, enhancing user experience and functionality.
- Integrated Covalent's NFT API to store and manage NFTs, demonstrating a practical application of blockchain technology in the digital asset space.
- Implemented secure authentication mechanisms using Metamask and WalletConnect, ensuring the protection and integrity of user data within blockchain-based applications.

Associate - Grade I (UI/UX Designer & Fullstack Developer)

— July 2019 - Nov 2020

The Dataflow Group - India

- Developed high-quality, performant code for internal projects with a focus on UI/UX design and full-stack development, ensuring both functionality and user-centric design.
- Utilized JavaScript, React, Python, and Django to build scalable web applications, integrating frontend and backend systems to meet project requirements.
- Collaborated across multiple teams to design and develop a Learning Management System (LMS), Candidate Testing Portal, and automation tools from scratch, showcasing teamwork and end-to-end project management.
- Coordinated with cross-functional teams to ensure clear communication, proper documentation, and efficient project delivery, highlighting strong organizational and interpersonal skills.

Education

Bachelor of Computer Applications (2016-19) (CGPA - 9.04/10)

GGSIPIU - Maharaja Surajmal Institute - Janakpuri, New Delhi, India

Skills

- Programming Languages: Javascript (ES6), Typescript, Python, C#, C++
- Libraries & Framework: Node.js, Express, Svelte, Gatsby, Reactjs, Nextjs, FastAPI, Django
- Game Engine: Unity, Babylon.js
- APIs & Protocols: REST API, GraphQL, Web Sockets, Event Source, Web3
- Databases: MongoDB, PostgreSQL, Neo4j
- Tools & Platforms: Unity, Git, Postman, Webpack, Vite, Vercel, Firebase, Notion, VS Code, Metamask, Sentry, SonarCloud, Sanity
- Design: Figma, Illustrator, Photoshop, Indesign

Other Details

Volunteer Work

Visual Designer [@nadora.initiative](#) — (May 2020 - Dec 2020)
Helping in raising awareness and funds against Gender Sensitization.

Languages Known

Hindi, English, Japanese (N5)

Hobbies

- Building, configuring, and experimenting with personal servers, networks, and other tech setups in a home environment.
- Exploring new technologies for fun learning
- Exploration of diverse human languages, including Sanskrit, Japanese, Korean, and Mandarin.
- Passionate about **anime, manga, and video games**, with a deep interest in storytelling, character development, and immersive worlds across various genres.