Jayram Bagal

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EDUCATION

8.56/10 G H Raisoni College Of Engineering and Management , Bachelor of Technology in IT Pune, India	2021-2024
9.13/10 Gramin Polytechnic Vishnupuri , Diploma in Computer Science Engineering Nanded, India	2019-2021
6.86/10 Atma Malik International School & Jr College, High School Ahmednagar, India	2017-2019

SKILLS

Frontend - HTML, CSS, JavaScript, TypeScript, React.js, Next.js, Redux-Thunk, Zustand, SCSS, Tailwind CSS

Backend - Node.js, Redis, MongoDB, Express.js, Firebase, Payload CMS

Tools & Others - Git, GitHub, Probot, JWT, Fabric.js, pdfjs, Jira, Postman, Babel, Webpack

WORK EXPERIENCE

Advergame Technologies, Software Engineer - Frontend

June 2024 - Present

- Developed and integrated scalable content management systems (CMS) for blogs, videos, FAQs, player profiles, and competitions on criczop.com by building and connecting APIs, improving content delivery speed and editorial efficiency.
- Led SEO optimization initiatives, including automated sitemap generation, dynamic meta tag management via CMS, page redirections, handling of obsolete URLs, and structured data implementation (players, breadcrumbs, live blogs, news articles), increasing organic search traffic by 20%.
- Enhanced real-time live score updates and optimized website performance from 60% to 90% (PageSpeed Insights), ensuring a seam-less user experience across mobile and desktop devices.

Advergame Technologies, Software Engineer Intern - Frontend

December 2023 - June 2024

- Developed core features for the initial release of criczop.com, including live scores, match schedules, live commentary, points tables, player stats, rankings, and a fully responsive UI across devices.
- Implemented key platform functionalities such as user authentication, Progressive Web App (PWA) support, push notifications, event tracking for analytics, and real-time live data updates using Server-Sent Events (SSE), enhancing user engagement and retention.

AppyHigh Technology LLP, Frontend Developer Intern

June 2023 - December 2023

- Built core canvas-based editing features for studio.phot.ai, an Al-driven photo editing platform, including real-time loading and editing of SVGs with editable properties like color, opacity, borders, duplication, and deletion using Fabric.js and Layerhub.
- Developed dynamic artboard layer management for better element control, implemented cropping of images into various shapes, and created export functionalities for customized artboards to enhance user flexibility and workflow efficiency.

PROJECTS

Resux.ai - Resume editing platform | Live □

- Developed a innovative **resume creation and editing platform with AI integration** where user can effortlessly build personalized resumes from scratch, tailoring each section to highlight skills, achievements and provide 10+ custom sections.
- Ensured the platform's user interface is intuitive and accessible to users of all skill levels. Implemented features such as **drag-and-drop functionality**, **real-time previews** to enhance 20% user experience, changing theme color and 2 more fetures.
- Technology/Tools used: Next.js (v14), TypeScript, TailwindCss, Framer Motion, pdfjs, Node, Express.Js, MongoDb & web API's

GitHub Probot | GitHub ☐

- Engineered the personalized **bot for GitHub** which helps to review the open PR's, helps to undersantd the code & 2 more features.
- Integrated seamlessly with the LLP API, enhancing code reviews and achieving a upto 40% improvement in efficiency.
- Technology/Tools used: Nodejs, Typescript, Probot, Openai(v4.14), Webhooks, LLP, Git & GitHub

Visual Pulse (Graphic Designing Tool) | Live ☐

- Built a design app with Fabric.js, LayerHub, Canvas, and TypeScript, fostering a 30% increase in user engagement collaboratively in real-time. The app includes features such as importing, exporting, and managing **graphics** and **presentations**.
- Spearheaded the development of a dynamic application utilizing **SVG editing**, Canvas technologies and **system design principles** resulting in a 25% increase in user engagement.