

# Vivek Raman

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## EDUCATION

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### SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

*Bachelor of Technology in Computer Science and Engineering, 3.2 on 4 CGPA*

Chennai, India

2017-2021

## EXPERIENCE

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### QUINBAY TECHNOLOGIES

Bengaluru, India • Jakarta, Indonesia

#### Full Stack Developer

January 2021 - Jun 2024

- Developed crucial features to improve the customer and seller experience on the e-commerce platform blibli.com, resulting in a 60% increase in traffic.
- Implemented a comprehensive stock transaction tracking system, identifying undersold inventory and recovering losses worth millions of rupees.
- Migrated the legacy code into a modernized tech stack using Java 17 and Spring Boot, resulting in a 50% boost to the overall system performance and the platform's ability to handle over 60,000 RPM.

### SURJE

Dallas, Texas

#### Freelance Backend Developer

May 2021 - August 2021

- Developed the 1-1 consultancy platform with Twilio integration for video conferencing and customer communication and an in-house chat system.
- Architected robust and scalable systems from scratch to manage financial transactions and core business logic.
- Fostered cross-functional collaboration, resulting in the delivery of the pilot product within a 3-week timeframe.

### UNITY TECHNOLOGIES

Chennai, India

#### Student Ambassador

September 2019 - May 2021

- Played a pivotal role in building a strong game development community on campus by organizing regular networking events on campus.
- Conducted 3 workshops on Introductory Game Development to an audience of over 200 students.
- Actively involved in communal gamedev activities, and organized 4 game jams in-campus.

### SRM NEXT TECH LAB

Chennai, India

#### Syndicate Board Member and Mentor

January 2019 - January 2021

- Spearheaded the student research organization into the emerging technologies of Extended Reality (XR) and Game Development, by organizing monthly meetups, demo days, and brainstorming sessions.
- Secured top 40 in the Accenture Hack your Reality 2019 hackathon, and presented our research at the India HCI 2019 conference.

### ACM SIGCHI - STUDENT CHAPTER, SRM

Chennai, India

#### Vice Chairperson

July 2019 - August 2020

- Played a key role in strategically enhancing the ACM Student chapter's campus prominence, including managing bookkeeping and fund tracking for various outreach channels.
- Orchestrated paper reading sessions, project demos, and internal hackathons, resulting in a 30% increase in membership retention.

## **SKILLS**

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**DATABASES:** MongoDB, PostgreSQL, Apache Solr, Redis, Memcached, Google Cloud Firestore

**INFRASTRUCTURE:** Google Cloud, AWS, Kubernetes, Heroku, Vercel, Netlify, Supabase, Firebase

**PROGRAMMING LANGUAGES:** Java, C#, Javascript

**FRAMEWORKS:** Spring Boot, Unity, Svelte, VueJS, React

## **COURSES AND CERTIFICATIONS**

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- Fundamentals of Extended Reality using Unity - Vishwakarma University
- Principles of Game Design - Coursera

## **PUBLICATIONS**

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- **AN AUGMENTED REALITY GREENHOUSE TO DEMONSTRATE GAME-BASED LEARNING**  
Conference Proceedings, IEEE CONIT 2021
- **EXPLORING SPECIALIZED SKILL TRAINING IN VIRTUAL REALITY**  
Poster Presentation, India HCI 2019

## **ADDITIONAL INFORMATION**

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- Invited to advise the faculty committee on the syllabus creation for the Game Development undergraduate specialization at SRMIST.
- Built a novel AR app for game-based learning that was awarded state government funding of \$10,000 through the TANSEED program.
- Conducted 7 private remote workshops on advanced game development concepts during the pandemic.