

Mohit Bajaj

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Experience

Cuemath

Jul 2024 – Apr 2026

Software Development Engineer

- Built and scaled core product experiences for a gamified learning platform serving **50K+ users** and **5K+ daily active users** across web and mobile
- Architected reusable game frameworks, base classes, and shared utilities that reduced new game development effort by **75%+** and accelerated feature delivery
- Developed real-time multiplayer systems using WebSockets and Pub/Sub architecture, enabling synchronized gameplay, scoring, timers, leaderboards, and live state updates
- Owned frontend development of key user journeys including onboarding, authentication, home feed, and interactive learning experiences using React and React Native

Cuemath

Nov 2023 – Jul 2024

SDE Intern

- Shipped **17+ production learning games**, including multiplayer, puzzle, and math-based experiences using React and Phaser
- Implemented real-time gameplay interactions using WebSockets, enabling live updates and synchronized multiplayer experiences
- Created reusable game utilities and modular components that improved consistency and accelerated development across multiple game experiences

Frugalx

May 2023 – Jul 2023

Web-ML Intern

- Built web interfaces integrating machine learning outputs into interactive user-facing features

Projects

Browser-Based Operating System | Next.js, Zustand, React, TypeScript

- Built a browser-based operating system featuring multi-window management, virtual file system, and multi-application architecture using React, Next.js, and Zustand
- Designed shared state architecture enabling cross-application communication, file access, and persistent UX
- Implemented macOS-inspired window lifecycle management, docking system, and dynamic application rendering

3D Interactive Portfolio | React, Three.js

- Built an interactive 3D portfolio using React and Three.js featuring custom rendering pipelines, animations, and immersive UI interactions
- Integrated mini-games, audio interactions, and dynamic scene transitions to enhance engagement

3D Avatar Streaming System | React, Three.js, WebRTC, PeerJS

- Built a real-time 3D avatar streaming platform enabling low-latency communication and avatar sync between users
- Integrated WebRTC pipelines for audio, messaging, and real-time state transfer using PeerJS
- Developed avatar customization and animation systems driven by Mediapipe-based user inputs

Technical Skills

Languages: JavaScript, TypeScript, Python, C++

Frontend: React.js, Next.js, React Native, HTML5, CSS3, State Management, Component Architecture

Backend & Systems: Node.js, Express.js, REST APIs, WebSockets (Pub/Sub), WebRTC, Event-Driven Architecture, Asynchronous Programming

Databases: MongoDB, PostgreSQL

Core Concepts: Data Structures & Algorithms, System Design, Performance Optimization, Real-Time Applications

Tools: Git, AWS (EC2, S3), AI-Assisted Development

Education

Rajasthan Technical University

2024

B.E. / B.Tech in Computer Science

- Coursework: Data Structures & Algorithms, Operating Systems, Computer Networks, Database Systems