Mayank Goyal

SENIOR SOFTWARE ENGINEER

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EDUCATION

2014 - 2018 Indian Institute of Technology, Patna (IIT-P)

B.Tech Computer Science & Engineering (CSE)

• CGPA: 8/10

2012 - 2014 WoodRow Senior Secondary School, Bareilly

Higher Secondary Education, CBSE

• Percentage Score: 92 %

SKILLS

Programming

C/C++, Javascript, Java, Typescript

Technologies

ReactJs, NextJS, NodeJS, Redux, Tailwind, Storybook

SUMMARY -

Senior Frontend Engineer with extensive experience of more than 6 years in designing scalable web applications, optimizing performance, and leading development teams. Expertise in Backend-driven UI, Micro Frontend, and Centralized Component Library Architecture. Proven track record in improving SEO rankings, enhancing web vitals, and ensuring security best practices. Passionate about driving innovation, streamlining workflows, and mentoring teams to achieve engineering excellence.

WORK EXPERIENCE

Piramal Finance SENIOR FRONTEND ENGINEER

Nov 2022 - Current

- Leading a team of 4 FEs to develop the Backend driven Frontend Architecture of an internal loan disbursement system:
 - Developed end-to-end user journeys for **Home Loan, Business Loan, Personal Loan**, etc as part of this project which eliminated third-party tool dependency and is currently doing **3000 Cr business quarterly.**
 - Developed and redesigned more than **50 UI components** to be more performant, accessible and completely backend driven including styling.
 - Implemented **lazy loading and code splitting** for faster initial load which positively impacted overall team productivity and client satisfaction.
 - Ensured high code quality by achieving over **90% test coverage**, maintaining zero vulnerabilities in **SonarQube**, and resolving all security issues identified by **Cloud Defense**.
 - Added **OpenTelemetry** for comprehensive frontend logging and integrated **Grafana dashboards** to monitor application performance, detect JS errors and deployment health and downtime.
 - Enhanced the application's responsiveness and user experience by optimizing it for mobile devices.
 - Conducted knowledge sharing sessions on Copilot, Claude, Design documentation template, test case coverage.
- Micro-Frontend (MFE) integrated for Scalable Application development :
 - Designed and implemented a Micro Frontend architecture to deliver a comprehensive, real-time summary of loan applications, enhancing accessibility and user experience.
 - Reduced deployment time by allowing independent deployment of MFEs, optimizing development workflows and accelerating feature rollouts.
- Leading a **team of 2 FEs** and Interns to develop **Storybook** project, a **Centralized Component Library** for Design consistency:
 - Implemented this from scratch and configured eslint, prettier, husky, testing frameworks, sonarqube, cloud defense, ci/cd pipeline to ensure best practices followed inside the company.
 - This library is now adopted across all frontend applications in the company.
 - More than 30 highly configurable components are developed till now which has reduced component creation efforts by upto 80% for other teams.
- Technology stack : JavaScript, Typescript, ReactJS, NextJS, Storybook, Tailwind

- Led the development and management of WinZO Games main website :
 - Successfully migrated the entire website from ReactJS to NextJS, implementing **SEO optimizations** that significantly improved search rankings, with multiple results appearing in **Google's top 5** results.
 - Implemented Performance optimization techniques, achieving a 90% Web Vitals score (Lighthouse and PageSpeed Insights) for enhanced speed and user experience which decreased Bounce rate.
 - Implemented A/B testing, introduced new designs and animations to enhance user engagement, and integrated Security headers(CSP, XSS, X-Frame etc) to strengthen application safety.
 - Overseeing Google Tag Manager & Google Analytics for data-driven insights while managing AWS CDN to optimize content delivery and performance.
 - Ensured zero downtime while efficiently handling over 10 lakhs daily website visits.
- WinZO Developer Console, contributed to the development and enhancement of the application:
 - Designed and implemented an end-to-end solution to streamline new game onboarding process by automating version tracking, Uploading Data to AWS (S3) Using AWS Cognito
 - Implemented secure and scalable file upload functionality to **AWS S3** using AWS Cognito, ensuring authenticated access and permission control.
 - Reduced integration time by 93%, from 2 weeks to 1 day, improving operational efficiency.
- Technology stack: JavaScript, Typescript, ReactJS, NextJS, Tailwind, Redux, Bootstrap, Webpack, SCSS, SEO, GTM

Cognam Technologies Pvt. Ltd ASSOCIATE TEAM LEAD

Sep 2018 - Nov 2021

- Designed architectural components and implemented a Suspicious activity reporting application using React and Redux from scratch.
- **Refactored the entire codebase** from class-based components to functional components in ReactJS, improving maintainability and lever-aging modern hooks.
- Worked on **mobile application** ULink built on **Apache Cordova** used to send & receive money in US. Added new functionalities and resolved more than 100 production bugs over the period of time.
- Managed and coordinated a team of 4 developers, ensuring efficient task distribution and continuous feature enhancements.

Singapore University of Technology & Design (SUTD)

May 2017 - Jul 2017

SUMMER RESEARCH INTERNSHIP

- Work was mainly centred around IoT (Internet of Things)
- Made a device for Singapore Government which consisted of arduino board, temperature & humidity sensors to monitors the quality of surrounding air.
- Contributed to the development of the LoRa transmitter between the device and LoRa receiver for IoT Gateway.
- Made a simple **mobile application** to capture the data and sent to dashboard of website.

PROJECTS -

Robotics Surveillance System on critical surface using Stereo Vision

AUG 2017 - APRIL 2018

FINAL YEAR PROJECT, UNDER DR. RAJU HALDER- IIT Patna

- Made a stereo vision model which can be installed on a bot moving on an uneven terrain and creating a depth map of its surroundings.
- Implemented Camera Calibration using Matlab and OpenCV, IMU integration using arduino board.