Arun Kumar

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Summary

Full-stack engineer with **6+ years** building enterprise-grade distributed systems at scale, serving **10M+ customers** at Telus. Specializes in React micro-frontends, Node.js microservices, GraphQL, and gRPC. Experienced in cloud-native architecture on GCP and Kubernetes with deep hands-on work in event-driven systems and API design. Working at the intersection of AI engineering and full-stack development including RAG pipelines, n8n automation, PR review AI tooling, OpenAI APIs, and MCP servers. Top performer (WOW & BRAVO awards), AI Hackathon finalist, open-source author, and technical leader across cross-functional distributed teams.

Skills

Frontend: React, Redux, Next.js, TypeScript, JavaScript, Zustand, Micro-frontends, Storybook

Backend: Node.js, Express, GraphQL, gRPC, MongoDB, PostgreSQL, Redis

Cloud/Infra: GCP, Kubernetes, GCP Pub/Sub, SQS, CI/CD, GitHub Actions, GCP Secret Manager

AI/ML: RAG Pipelines, n8n, Prompt Engineering, OpenAI APIs, MCP Servers, Vector Search

Testing: Jest, React Testing Library, Enzyme

Other: Microservices, Event-driven Architecture, Distributed Systems, System Design, Unleash, Adobe Analytics

Work Experience

Telus Digital, Remote May 2024 – Present

Lead Software Developer

- Led a squad of **6 engineers**, owning full delivery of **10+ micro-frontends end-to-end** from infra setup, CI/CD pipelines, and MFE + BFF architecture through requirement refinement and production rollout.
- Designed and built BFF services integrating **gRPC APIs and third-party vendors** for real-time enterprise applications, enabling seamless data orchestration across distributed micro-frontends.
- Built internal **AI workflows** including a **PR review automation tool**, **RAG pipelines**, and **n8n-powered automation flows** to accelerate development productivity across the organization.
- Implemented GCP Pub/Sub for real-time event processing and asynchronous microservice communication, enabling event-driven architecture at scale.
- Designed a Micro-frontend starter kit adopted across multiple product teams, reducing application complexity and enabling faster independent deployments.
- Traveled onsite to Canada to collaborate directly with product owners, improving requirement clarity and eliminating blockers across cross-functional teams.
- Conducted **20+ technical engineering interviews** bi-weekly, evaluating candidates on system design, JavaScript, and React.

Telus Digital, Remote March 2023 – May 2024

Senior Software Engineer

- Established coding standards, unit testing guidelines, and pull request templates across **8+ repositories**, resulting in a **20% reduction in code defects** and improved team velocity.
- Built PR validation workflows using GitHub Actions to enforce code quality and streamline code review across multiple distributed repositories.
- Integrated Unleash feature toggles across micro-frontends and BFF services, enabling safe progressive rollouts and A/B testing without re-deployments.
- Mentored junior engineers and led knowledge-sharing sessions on React patterns, GraphQL, and testing best practices.

Telus Digital, Remote July 2021 – March 2023

Software Engineer

- Contributed to enterprise microservice platform serving **10M+ Canadian customers**, building scalable APIs and frontend modules using React, Node.js, GraphQL, and MongoDB.
- Maintained CI/CD pipelines, ensured high test coverage, and participated in code reviews for a distributed engineering team.
- Integrated Adobe Analytics for event tracking and user behavior instrumentation across customer-facing applications.

Wipro, Bangalore September 2019 – July 2021

Project Engineer

- Built a full-stack issue tracker system using React and Node.js, improving internal team productivity and bug triage workflows.
- Designed and implemented RESTful microservices in Node.js, improving system modularity and reducing service coupling.
- Certified in Frontend Development ReactJS-L3 at Wipro, ranked among **top 7 out of 384 participants**.

EDUCATION

KIET Group of Institutions, Uttar Pradesh, India August 2015 – June 2019

B.Tech in Information Technology

Data Structures and Algorithms, Object-Oriented Programming, Computer Networks, OS, Web Development

PROJECTS

- **OpenTeleprompter (2026):** Open-source voice-activated teleprompter for Mac + Windows built with Tauri v2, Rust, and Vanilla JS. **61+ GitHub stars**, active contributor community, **Product of the Day and Product of the Week** on Peer Push. Features voice-scroll via Web Audio API, screen-share hiding, VAD, multi-mode UI, and automated multi-platform CI/CD releases.
- **RAG-Js-Concepts (2026):** Built a Retrieval-Augmented Generation pipeline in Node.js using `faiss-node` and `@xenova/transformers` for local embeddings and semantic vector search enabling AI-powered querying over programming concepts.
- **gh-metrics (2025):** Next.js dashboard providing comprehensive pull request insights including reviewer load, cycle time, merge rates, and team performance metrics. Tech: Next.js, TypeScript, GitHub API.
- **DeathDoom (2017):** Multiplayer first-person shooter with **460K+ YouTube views**. Tech: Unreal Engine 4, C++.

AWARDS & ACHIEVEMENTS

- **WOW & BRAVO Award, Telus Digital:** Top performer across multiple quarters; recognized for outstanding project delivery, team collaboration, and client appreciation.
- **3rd Place, Telus-wide AI Hackathon:** Competed among engineers company-wide on an AI-powered solution.
- **Product of the Day & Product of the Week, Peer Push:** OpenTeleprompter:open-source voice-activated teleprompter with 61+ stars and an active contributor community.
- **ReactJS-L3 Certified, Wipro:** Ranked top 7 out of 384 participants in a company-wide frontend certification.
- **2nd Place, InnoTech 2017:** Led a team of 3 to build DeathDoom, a multiplayer shooter with 460K+ YouTube views.
- **Game Development Club Founder:** Started and ran a UE4 game development club, teaching Unreal Engine 4 to fellow students.