John doe

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EXPERIENCE

Former Co-Founder

Scribsai   May 2023 - September 2024, Remote, Las Vegas / Vancouver, BC

- Led the technical development of the ScribsAI platform with a team of **4**, an ambitious project focused on Agentic Artificial Intelligence (AI) and Cloud Computing.
- Engineered to scale the infrastructure on AWS, leveraging **CloudFormation, ECS, EC2, RDS, ElastiCache, and OpenSearch** to support platform development and growth.
- Designed, trained, and fine tuned AI models, including **Text-to-Speech (TTS) models and integrating technologies like diffusers, transformers, wav2vec, talking heads, voice suppression**, **llms**, **torch,** to enhance platform capabilities.
- Built workflow agents to streamline and automate business operations with the help of AI.
- Gained valuable experience in rapid prototyping, technical strategy, and navigating the challenges of a startup environment.

Software Engineer

RAWKNEE   January 2021 - January 2022, Remote, India

- Led a team of **2** in the development and scaling of a Minecraft server from an initial state of **2 i7 servers crashing at ~80 players to supporting 1,000 concurrent players on the same server by isolating and making synchronous events async in minecraft server.jar after deobfuscating it** spanning multiple game modes.
- Implemented comprehensive features including **global leaderboards, stats, friends, partying, permissions (ranks), custom gamemodes, modpacks and a store**.
- Achieved a **500% increase in sales** after developing a custom store and landing page with leaderboard and detailed in-game player stats.
- Managed moderation aspects supporting a community with approximately **5 million combined subscribers**.
- Developed an advanced AI predictive bot system for a Minecraft network. This system minimizes friction for joining users and reduces CPU usage by exploiting weaknesses in common DDoS and botting scripts. This approach increases the cost for attackers and, combined with custom DDoS protection, effectively mitigates attacks.
- Utilized **Java** for **modding minecraft** and **discord moderation tool** development.
- Designed and implemented a custom **MySQL-based network protocol to manage and transfer packets due to limited access to the networking features from the host** & to distribute players across multiple servers within the same world.
- Implemented sophisticated security measures, including **statistical models for bot detection with 98% accuracy** and **custom DDoS protection over TCP using HAProxy**, significantly improving server stability and user experience.
- On the Rex Kraft server, developed a **questing system with over 365 unique daily quests**, which boosted player count by **100** and increased sales by over **$2k monthly**.

PROJECT

ManusMCP

Personal Project • github.com/mantrakp04/manusmcp

- Developed an implementation of the manus.im agent using **Flowise, LangGraph, JavaScript, and Python**.
- Created specialized AI agents, including Planner, FileWizard, CommandRunner, and WebNavigator, to automate complex tasks and enable problem-solving workflows.
- Overcome technical challenges related to **seamlessly integrating diverse AI models and standardizing API interactions across multiple providers**, as well as implementing custom storage logic for **vectorstores** and memory usage optimizations.
- Achieved a **500% reduction in token usage** compared to other long running workflow agents, resulting in a cost reduction to approximately **$0.1 per run** (compared to $0.5-$3).
- Integrated **Next.js environment support** for deploying web applications via the agent.

Sheer

Personal Project • github.com/mantrakp04/sheer

- Built a fully client-side **AI-powered chat application** running entirely in the browser with **no server dependency**, ensuring complete privacy and persistent local storage.
- Developed with a focus on user experience and privacy-preserving AI using • Stack: React, Shadcn, Langchain, Dexie

Obs

Personal Project • github.com/mantrakp04/0bs.git

- Ongoing development of a **UI/UX-focused platform** inspired by Claude and NotebookLM.
- Aims to optimize agentic interactions through advanced user experience design and intuitive interfaces, leveraging Typescript, Nextjs, Tanstack Router, Convex, PostgresSQL, DuckDB, Docker, VLM Pipelines, Transformers, etc.

EDUCATION

Bachelor of Science in Math & Stat

The University of British Columbia • Vancouver, BC, Canada • 2026

SKILLS

Artificial Intelligence (AI) / Machine Learning (ML): Transformers, LangChain/LangGraph, Flowise, Diffusers, Wav2Vec, Talking Heads, Voice Suppression, Torch, ONNX, AI Model Training (including TTS), Prompt Engineering, LLMS

Cloud Computing: AWS (CloudFormation, ECS, EC2, RDS, ElastiCache, OpenSearch), Terraform

Full-Stack Development: Typescript, Javascript, Next.js, React, Node.js, FastAPI, JAVA, Python, Rust

Databases: MySQL, SQL, MongoDB, Redis

Security: Statistical Bot Detection (98% accuracy), Custom DDoS Mitigation (TCP/HAProxy), Network Security, Role Based Access & Permissions Development Tools: Posthog, Kong

Game Development Principles: Complex Network Principles (Minecraft), Game Design, Community Management

Leadership & Teamwork: Team Management, Technical Leadership