

Adithya Manohar

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Experience

- **Software Engineer at Retention Science, Santa Monica, CA** (February 2016 to *Present*)
Developed and maintained Rails applications for major ReSci functions: the client-facing web application, the ESP/send application, and the interfaces with the data science and platform teams. Pioneered the use of React and ES6 in the ReSci codebase, leading to eventual adoption of the framework for the front-end.
- **Graduate Researcher at UC Irvine with the Fermi Collaboration** (April 2014 to March 2015)
Built pipeline using Python and custom Fermi Tools to automate Large-Area Telescope data analysis. Led analysis of Galactic Center gamma-ray data to place constraints on dark-matter models.

Education

- App Academy, San Francisco, Fall 2015
Ruby on Rails and Javascript/React.js software development program with < 5% acceptance rate.
- M.S. in Physics, University of California, Irvine, 2013 - 2015
Passed PhD qualifying examination on first attempt (in April 2014) but later withdrew to pursue software development.
Taught six quarters of undergraduate-level physics classes (Fall 2013 - Spring 2015), including Newtonian Mechanics, Statistical Mechanics, and the Physics of Music.
- B.A. in Astrophysics and English (Poetry), Ohio Wesleyan University, Class of 2012

Skills

- Ruby, Rails, JavaScript, React, HTML and CSS, MySQL, Git.

Other Projects

- The MultiVerse • themultiverse.io • [Github Link](#)
A collaborative poetry-writing game built as a single-page React/Flux application on a Rails API.
- MTC • Rust • [Github Link](#)
A crate to query the time in Coordinated Mars Time (MTC), built to teach myself the basics of the Rust programming language.
- SpaceJam • Unity3D • [Github Link](#)
A side-scrolling spaceship game, built to teach myself the Unity game engine.

For more details, see www.adithyamanohar.com.