

MANTEY CALEB EDEM KOMLA

SOFTWARE ENGINEER

PROFILE

Selfless and a hardworking team player with skillset ranging from app / game development to web development.

I am a self-taught full stack engineer with 3+ years' experience as a Software Engineer and a strong desire to do and also learn more.

CONTACT

PHONE:
0578876149

WEBSITE:
<https://caleb-mantey.github.io/portfolio/>

EMAIL:
manteycaleb@gmail.com

HOBBIES

Playing Video Games
Reading
Watching Sports

EDUCATION

UNIVERSITY OF MINES AND TECHNOLOGY

2015 - 2019
B.Sc. Geomatic Engineering

ACHIEVEMENTS

GRAF ROBOTICS CHALLENGE (September, 2012 / September, 2013)

Winners / First Runner Ups

UNIVERSITY OF MINES & TECHNOLOGY NUGS AWARD (March, 2018)

Best Student in Tech

UNIVERSITY OF MINES & TECHNOLOGY Innovation & Career Fair (April, 2018)

First Runner Ups

UNIVERSITY OF MINES & TECHNOLOGY EXCELLENCE AWARD (April, 2018)

Most Innovative Student

HACKLABGH HACKATHON (April, 2018 / April, 2019)

First Runner Ups / Best Solution Education Category Award

WORK EXPERIENCE

ENCODEV LABS - SOFTWARE ENGINEER (September, 2020 – To Date)

Task: Developing, planning, architecting and providing support for various software projects.

Role: Software Engineer

SOKO AERIAL – SOFTWARE DEVELOPER (September, 2019 – July, 2020)

Task: Creating military experiences for training new recruits and enhancing military tech through the use of AR and VR.

Role: Full Stack Developer / Senior Virtual and Augmented Reality Developer / Unity3d Developer

STANBIC BANK - SOFTWARE DEVELOPER (May, 2019 – August, 2019)

Task: Developing banking web apps and integrating with 3rd party systems

Role: Full Stack Developer

SKILLS

Html, Css, C#, React / React Native , NodeJs (Express), Electron, ruby, ruby on rails, JavaScript, TypeScript, SQL, Unity3d Game , NestJs Development, Augmented and Virtual Reality, framework7, cordova.