

Evote MANIRAHARI

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EDUCATION

Sonoma State University

Rohnert Park, CA

BS in Computer Science

Expected Graduation: May 2027

Relevant Coursework: Data Structure, Software Design, Databases, Programming & Algorithms I&II
(Java/C++), Computer Architecture, Calculus 1&2, Discrete Math, Algorithms Analysis

TECHNICAL SKILLS

Languages: Python, Java, C++, JavaScript/TypeScript, SQL, HTML/CSS

Frameworks/Libraries: FastAPI, Spring Boot, React, Next.js, Django

Cloud & Data: AWS, GCP, Docker, PostgreSQL, MongoDB, Snowflake, Kafka

ML/AI: PyTorch, TensorFlow, NumPy, Pandas, OpenCV, LangChain, LlamaIndex, FAISS, Pinecone

DevOps/Other: Git/GitHub, CI/CD, Redis, Weights & Biases, OpenAI API, Google Gemini

WORK EXPERIENCE

Mendocino College

Ukiah, CA

IT Support & Software Developer

Jan 2024 – Jun 2025

- Built and maintained software to analyze spectroscopic data from the CAMS spectrograph, supporting teams at SETI Institute and NASA.
- Optimized the analysis workflow, reducing processing time by ~95% and increasing dataset throughput.
- Supported 27 faculty and 500+ students; triaged incidents and coordinated with campus IT to restore services quickly.

Reality AI Labs

Remote

AI Engineer Intern

Apr 2024 – Sep 2024

- Built ReX, an AI career coach using OpenAI + Google Gemini to deliver personalized coaching and job-search support.
- Implemented adaptive ML that tailored guidance to learner goals/progress, boosting coaching throughput by 40%.
- Shipped RAG over resumes, job posts, and course content (LangChain/LlamaIndex +FAISS/Pinecone) to ground answers.
- Designed an eval harness with unit tests + A/B testing and Weights & Biases tracking to validate improvements before rollout, instrumented telemetry for quality and latency.
- Productionized FastAPI services with Redis caching, Docker, and GCP/AWS; monitored reliability and p95 latency under load.

Web3 Labs

San Francisco, CA

Software Engineer Intern

Feb 2024 – Jun 2024

- Engineered backend services with Java/Spring Boot/Hibernate, reducing manual data handling by 80%.
- Integrated Kafka for high-speed pipelines (~40% faster transfers) and deployed Snowflake on Azure to cut query latency ~25%.
- Improved reliability and scalability across cloud-ready, enterprise services.

PROJECT EXPERIENCE

FunHealth — Kundwahealth

Kigali, Rwanda

Lead Developer

Oct 2024 - Present

- Built a board-game quiz and sexual & reproductive health and rights (SRHR) service finder; increased engagement by 40% and retention by 25%.
- Winner, Hanga Pitch Fest '24 (\$15k).

UC Berkeley – AI Hackathon

Berkeley, CA

Hacker

Jun 2025

- Built a real-time GPT-4 multi-agent social-engineering simulator (FastAPI/WebSocket + Three.js; 9 scenarios).
- Dockerized microservices (PostgreSQL) enabling hot-swapping from mock to enterprise LLMs; shipped analytics for parsing, vuln detection, and auto security reports.

CodeQuest Jr. — Gamified Python learning for kids

Rohnert Park, CA

Developer

Aug 2025

- Architected a React+TS SPA (~25 components) with Pyodide web workers; Vite bundle ~0.5 MB.
- Shipped 25 levels (drag-and-drop + hidden autograder + staged hints), Canvas/Web Audio, progress saves, and educator analytics; deployed on Vercel with GitHub Actions CI.