Evode Manirahari

manirahari@sonoma.edu

Oevodemanirahari



in evode-manirahari

EDUCATION

Sonoma State University

Rohnert Park, CA

Expected Graduation: May 2027

BS in Computer Science

• Relevant Coursework: Data Structure, Software Design, Databases.

Mendocino College Ukiah, CA Graduated: May 2025

AS for Transfer in Computer Science

• Relevant Coursework: Programming & Algorithms I&II (Java/C++), Computer Organization & Architecture, Calculus 1&2, Discrete Math.

TECHNICAL SKILLS

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

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

Tools/ML: Git/GitHub, Docker, GCP/AWS, PostgreSQL, MongoDB, PyTorch, TensorFlow, NumPy/Pandas, OpenCV, LangChain

WORK EXPERIENCE

Mendocino College — Sustainable Technology Program

Ukiah, CA

IT Support & Software Developer

Jan 2024 – Jun 2025

- Built and maintained software used to analyze spectroscopic data from the CAMS spectrograph; work supported research by teams at the SETI Institute and NASA.
- Optimized the analysis workflow, reducing processing time by ~95% and increasing dataset throughput.
- Supported **27 faculty** and **500+ students** with technical issues, coordinating with campus IT to restore services quickly.

Mendocino College — MESA (Mathematics, Engineering, Science Achievement)

Ukiah, CA

Tutor (Calculus I–II; Data Structures & Algorithms)

Dec 2024 – Jun 2025

- Supported a cohort of **50+ students** through weekly small group sessions and 1:1 tutoring in Calculus I–II and Data Structures & Algorithms.
- Led coding labs primarily in C++ (with examples in **Java** and **Python**) on stacks, queues, hash tables, binary trees, and graphs; emphasized problem solving and Big O analysis.
- Guided students on lab assignments by reviewing code for correctness/readability and guiding debugging and test driven approaches.

Student Senate for California Community Colleges (SSCCC), Region I

Sacramento, CA

Treasurer Region I

Nov 2024 – Jun 2025

- Oversaw budget serving **2.1M+ students** across **116 colleges**, driving full transparency with monthly reports.
- Streamlined reimbursements with new systems, boosting fund utilization by 68% and launching "Budget 101" workshops for campus leaders.
- Built live financial dashboards and expanded funding access, enabling student-led events and statewide outreach while ensuring compliance.

Reality AI Labs

AI Engineer Intern

April 2024 – Sep 2024

- Built **ReX**, an AI career coach powered by **OpenAI API** + **Google Gemini**, delivering personalized coaching, mentorship, and job-search support across the learner lifecycle.
- Implemented adaptive ML that tailored guidance to each learner's goals and progress, boosting coaching throughput by 40%.
- Shipped RAG over resumes, job posts, and course content using **LangChain/LlamaIndex**, embeddings, and a vector DB (FAISS/Pinecone) to ground answers and cut generic responses.
- 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 APIs with **Python/FastAPI**, **Redis** caching, **Docker**, and **GCP/AWS** services; monitored reliability and kept p95 latency low under load.

Web3 Labs
San Francisco, CA

Software Engineer Intern

Feb 2024 – Jun 2024

- Engineered robust backend systems with Java, Spring Boot, and Hibernate, slashing manual data handling by 80% and boosting development efficiency.
- Integrated **Kafka** for high-speed, real-time data pipelines—40% faster transfers—and deployed **Snowflake on Azure** to cut query latency by 25%, enhancing scalability and performance.
- Delivered cloud-ready, enterprise-grade services that dramatically improved data flow reliability and operational agility.

Kundwa Health

Kigali, Rwanda

Software Developer

Dec 2021 – Jan 2024

- Built an HTML5 Canvas + JavaScript game to teach Sexual & Reproductive Health (SRHR) and mental health to Rwandan youth.
- Improved adolescent SRHR outcomes by 65% in pilot sessions
- Localized content in Kinyarwanda/English to ensure cultural relevance.
- Recognized as *Most Innovative Solution* at iAccelerator Bootcamp; secured \$15,000 funding from Hanga Pitchfest 2024.

PROJECTS

UC Berkeley- AI Hackathon Summer 2025—Full-Stack Multi-Agent AI Cybersecurity Platform

- Built FastAPI/WebSocket + Three.js system simulating 9 social engineering scenarios with GPT-4 powered agents.
- Designed scalable microservices with **Docker** & **PostgreSQL**, enabling seamless transition from demo mock agents to enterprise LLM deployment.
- Delivered AI-powered analytics with conversation analysis, vulnerability detection, and automated security reports for organizational training.

Dejavas — AI Marketing Intelligence Platform

- Built FastAPI + LangGraph system with autonomous AI agents, deep persona DNA, and 22+ production-ready APIs.
- Delivered Grammarly-like extension with real-time content scanning, multi-language/voice analysis, and integrations across Slack, Discord, Shopify, and WordPress.
- Deployed PostgreSQL, Redis, Prometheus, Grafana, and CI/CD pipelines with 300+ tests, ensuring scalable and reliable performance.

CodeQuest Jr. — Gamified Python Learning for kids

- Architected CodeQuest Jr. **React+TypeScript SPA** (25+ components) with **Pyodide** workers for client-side Python; Vite-optimized to ~0.5 MB; added hidden autograder + staged hints for instant feedback.
- Shipped 25 levels (drag-and-drop → Python), Canvas/Web Audio effects, progress saves, and educator analytics; deployed on Vercel with GitHub Actions CI and per-PR preview deploys.

FunHealth —Interactive health education

• Designed and built Board-game quizzes, service finder connects Rwandan youth to SRHR care.

EXTRACURRICULARS AND AWARDS

- 2x National Bank of Rwanda Schools Quiz Challenge winner (2020 &2021)
- Hanga Pitchfest 2024 \$15,000 award
- NVIDIA Summer Bridge Program Participant (2024)
- ColorStack Member & NSBE Member 2024-present
- Codepath Intermediate Technical Interview Prep Course Participant (2025)
- Activities Director in Associated Students of Mendocino College (2024-2025)
- President of AI Building& Startup club at Sonoma State University (2025)