

Manav Patel

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EDUCATION

University of Calgary <i>Bachelor of Science in Computer Science GPA 3.92/4.0 (Dean's List 2023-2025)</i> Coursework: Data Structures & Algorithms, Software Engineering, Databases, DevOPs, AI/ML, Cybersecurity Awards: Continuing Education Scholarship (\$5,000), Robert Jane Distinguished Bursary (\$3,000), PURE Award (\$7,500)	Calgary, Alberta Sept. 2023 – April 2027
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EXPERIENCE

Software Development Intern Studeo <ul style="list-style-type: none">Designed and deployed n8n-based automations with Clay tables, eliminating 5 hours/week of manual lead enrichment by employing multi-step workflow executionEngineered an interactive summarization tool, implementing NLP and automation pipeline that transforms web-based video content into storybook-style infographics, extending clients' outreach to 100k+ usersBoosted outreach by 100+ new members by translating business solutions to technical implementation	Sep 2025 – Present
Deputy Vice-President The Cyber Security Club <ul style="list-style-type: none">Enabled rapid, scalable deployment of 40+ CTF challenges by implementing Docker containerization across multiple national hackathons, resulting in improved environment stability for 70+ teamsMaintained zero downtime and supported 100+ teams during major club events by provisioning AWS EC2 instances with fault-tolerant architecture, enhancing reliability for club websites serving 1,700+ members	Jul 2024 – Present
Software Development Engineer Independent Professional <ul style="list-style-type: none">Spearheaded developments to build scalable infrastructure and deployment automation on Azure DevOps to support high-profile national events (by Mastercard, Enfocom), handling up to 500 participantsAchieved 35% reduction in QA cycles and improved system reliability across competition environments by authoring 20+ build and validation scripts for automated challenge testing and deploymentEngineered end-to-end CI/CD workflows leveraging Docker, resulting in a 30% reduction in deployment time	Apr 2025 – Aug 2025
Software Development Research Intern University of Calgary <ul style="list-style-type: none">Selected as a research intern among 200+ applicants to develop optimized C++ algorithms to facilitate large-scale tabulation of cubic number fields beyond the 1,000,000 fields covered in 1990Instituted Baby-Step Giant-Step optimizations achieving O(\sqrt{n}) improvement, reducing compute time by 71 days	May 2025 – Aug 2025
Machine Learning Research Intern Vision Research Lab <ul style="list-style-type: none">Led a 6 member team in developing a sentiment analysis model designed to jointly analyze multi-modal inputs from social media, achieving 80% accuracy in overall contextual sentiment predictionDeveloped and optimized data preprocessing and augmentation pipelines, applied hyperparameter tuning and regularization techniques to mitigate overfitting, resulting in a 17% increase in model prediction accuracyLeveraged advanced LLM Model Ensemble techniques and integrated CLIP Vision-Transformer to jointly analyze multi-modal inputs	Apr 2024 – Jun 2024

PROJECTS

Athletica <i>Java, SpringBoot, PostMan, Gemini API, RabbitMQ, Keycloak, AWS, MongoDB</i>	Jul 2025 – Aug 2025
<ul style="list-style-type: none">Microservice fitness app with Spring Cloud components (API Gateway, Eureka service discovery, Config Server); Keycloak OAuth2/OpenID Connect for auth and role managementAsync messaging via RabbitMQ to decouple AI recommendation workers (Gemini) from user-facing services	
NutriSync <i>Python, Flask, React, TypeScript, NodeJS, PostgreSQL, psycopg2, Scikit-Learn</i>	Apr 2025
<ul style="list-style-type: none">Directed a 4-member team to build a full-stack recipe management system with a REST API, role-based access levels (member, moderator, admin), session-based access control, and automatic URL redirectionBuilt a personalized recipe recommender with scikit-learn; achieved 85% positive feedback across 250+ reviews	
Game Center <i>Java, Maven, Figma, JUnit, JavaFX, SceneBuilder, CSS</i>	Jan 2025 – Mar 2025
<ul style="list-style-type: none">Led a 10 member software engineering team in designing and delivering a scalable game hub platform with a fully functional matchmaking system and a database management system enabling users to play multiple gamesAuthored 75+ unit, integration, and end-to-end tests using JUnit, achieving 90%+ code test coverage	

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, C/C++, SQL, HTML/CSS
Developer Tools, Frameworks & Libraries: Spring Boot, Flask, React, Node.js, Azure DevOps, AWS, RabbitMQ, Keycloak, n8n, ASP.NET, PyTorch, TensorFlow, scikit-learn, pandas, Docker, Git, Linux/Unix, Tailwind CSS, PostMan, Figma, JUnit