

Manoj Elango

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Education

University of California, Davis

Bachelor of Science in Computer Engineering

Expected Dec. 2025

Relevant coursework: Intro to Programming in C, Object Oriented Programming in C++, Discrete Mathematics for Computer Science, Data Structures, Algorithms, and Programming, Digital and Analog Systems

Experience

Jr. Embedded Systems Engineer | Ravata Solutions(Startup) @Davis

- Developed and debugged embedded software code using languages like C, C++, or assembly language.
- Collaborated with senior engineers to understand project requirements and contribute to system design.
- Documented design specifications, system architecture, and software code, creating comprehensive technical documents for future reference.
- Conducted unit testing and debugging to identify and resolve issues in the embedded system.

Researcher | Human-Chatbot Interaction Pipeline Project @UCDavis

- Developed and implemented a chat app that allowed multiple users to engage in simultaneous conversations with multiple chatbots, enhancing the effectiveness of human-bot interactions.
- Integrated Google Authentication into the chat app using Google's Firebase, ensuring secure user accounts and providing a streamlined login process.
- Utilized ReactJs to design and implement a responsive user interface, optimizing the app for different devices and delivering a seamless user experience.

Tech Director | Google Developer Student Club @UCDavis

2023 - Present

- Leading 5 teams of 10 members for a span of 13 weeks to build a tech related project in the fields of AI/ML, Web/App Development
- Creating bootcamps, recruiting tech associates, tutoring workshops and planning tech events in the club.

Marketing and Outreach Associate | SacHacks @ UCDavis

2022 - Present


- Helped to promote and advertise SacHacks through emails and multiple social media platforms and increased the number of the participants in the discord server by around 70+ students.

Orientation Leader Job | Student Staff @ UCDavis

September 2022

- provided guidance to the students and facilitated orientation activities and assisted in on-campus visits.
- Worked as a panelist for a group of 50+ students to provide our personal college experience for the prospective UC Davis Students.


Personal Projects

Educational mobile app | Flutter,Dart 

- Created an educational mobile app individually to help 12th grade students to access notes and documents easily which helped in mitigating the effects of COVID-19 pandemic. 50+ Downloads

OCR Detection with Openai API | React, Fliresbase, Microsoft Azure's Cloud 

- Designed and implemented a fully functional website connected with OCR and openai's API to detect ingredients on grocery bills and provide relevant recipes to make.

Python Discord Bots | Python 

- Created multiple discord bots using python to perform various functions and help improve the engagement of 2 discord servers by 80%

Machine Learning Predictions | Python and R

- Leveraged Python and R to create multiple impactful data visualizations, effectively communicating insights from complex datasets.[Data Modelling]
- Achieved an exceptional accuracy rate of 98% on test data by applying advanced machine learning techniques to popular datasets sourced from Kaggle.

Game Development | C#, C++, Lua

- Developed an interactive text adventure game using C++, featuring multiple outcomes and a series of quests, providing players with an engaging and immersive experience.
- Programmed an intense solo survival game using Lua in the Pico 8 game engine, collaborating with a team of 5 to create a thrilling and challenging gameplay environment.

SKILLS

Languages - Python, C, C++, HTML5, CSS, Javascript, Flutter and Dart, Lua, R, ReactJs

Softwares - Filmora X, Adobe After Effects, Figma, Pico 8, Unity

Tools: Github, Unix, Jira, BitBucket, Firebase, Microsoft Azure, Google Cloud Platform, Jupyter Notebook