

# Manoj Elango

Passionate creator of applications dedicated to building innovative solutions.

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## Education

University of California, Davis

Bachelor of Science in Computer Engineering

Expected June 2025

*Relevant coursework: Intro to Programming in C, Object Oriented Programming in C++, Data Structure, Digital and Analog Systems, Distributed Ledger Systems, IOS Development, Fully Distributed Ledger System,*

## Experience

**President** | Google Developer Student Club @UCDavis

September 2023 - Present

- Leading one of the largest tech clubs of 27 board members to provide more than 150+ students with tech resources to build projects.
- Creating bootcamps, recruiting tech associates, tutoring workshops and planning tech events in the club.
- All in the field of programming (websites, apps, machine learning/AI and more)[Leadership, Team Management]
- Previously Tech Director mentoring teams to build innovative mobile development projects

**VP of Software** | SachHacks

June 2022 - Present

- Helped to promote and advertise SachHacks through emails and multiple social media platforms and increased the number of the participants in the discord server by around 70+ students.[DiscordPy Bot]
- Worked on building the yearly website for Sachacks and a Discord Bot in Python
- Previously Marketing Associate and Web Developer
- Created Software to host Sachacks 2025 with over 500 members. [sachacks.io](https://sachacks.io)

**Director** | Swift Coding Club@UCDavis

September 2024 - Present

- Creating a community of over 100+ IOS developers to create swiftUI apps.
- Guiding students on AGILE Developments and Startup Product Pitches to create innovate solutions

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

March 2023 - September 2024

- Worked on STM32 Microcontrollers and communication via UART & SerialInterface in C/C++
- Constructed GUI interface in Python and C# to communicate with Microcontrollers and GCP Buckets.
- Worked on FFT and Improving the live Peak Detection Algorithm and testing features using Matplotlib.
- Conducted debugging using Ozone and RTT Viewer to identify and resolve issues in the embedded system.

**Open Source Blockchain Researcher** | ResilientDB @ UC Davis

September 2023 - Present

- Worked on creating an IOS app that connects directly to the well known open source Apache Certified fully distributed ledger system ResilientDB and part of this organization.
- Continuing to work on improving this software and exploring new features to add. [Docker, Linux, Cloud, GraphQL, ReactNative] <https://blog.resilientdb.com/2023/12/17/CryptoGo.html>

## Personal Projects

**1 Mark Mastery** | Flutter, Dart

- Created a learning app for 12th-grade students to access educational materials during the COVID-19 lockdown.
- Built with Flutter/Dart; handled file storage, PDF rendering—achieved 50+ downloads on Google Play.

**CrypGo** | React Native, GraphQL, Blockchain

- Led a team to develop a secure mobile wallet for blockchain transactions over 13 weeks.
- Built with React Native Expo; integrated ResilientDB using GraphQL, built transaction pipelines, and implemented secure state management and key storage.

**ChatASAP** | Swift, Firebase, Firestore

- Created a Swift-based app enabling anonymous 1-on-1 real-time chat with strangers.
- Used Firebase Firestore for real-time database syncing and integrated Firebase Cloud Functions for serverless backend logic and authentication.

**StudyHow** | Swift, iOS

- Designed a mobile app to help students manage study goals and track progress.
- Used Swift with Core Data and Notification APIs for persistent offline usage and deadline reminders, with custom scheduling logic.

**PathBender Mobile** | Swift, Offline Sync, FireBase

- Built a mobile survey tool for offline-first data collection used in UC Davis research.
- Implemented a system with firebase integration for surveys; focused on conflict resolution and version tracking.

## SKILLS

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

**Softwares** - Filmora X, Figma, Pico 8, Unity

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