Manish Kala

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Professional Summary

Skilled Software Engineer with expertise in system programming, full-stack development, embedded systems, and competitive problem-solving. Proficient in C, C++, JavaScript, Angular, and low-level software design. Strong in algorithms, debugging, and collaborative development in fast-paced environments.

Work Experience

Software Engineer

 $Noida,\ India$

Virtual Engineering Services PVT. LTD.

July 2022 - Present

- Architected a scalable solution in C/C++ for converting 3D objects to 2D PDF drawings, significantly improving system reliability and performance.
- Implemented multi-threading and concurrency in C++ to speed up data processing in large-scale simulations, reducing computational time by 40
- Utilized advanced optimization techniques in HTML, CSS, JavaScript, and Angular to reduce load times by 30%, facilitating the efficient display of complex, heavy models within web applications.
- Leverages the Three.js library to create immersive 3D graphics and interactive visualizations for web applications, enhancing user engagement and interactivity.

Software Engineer

New Delhi, India

Extrieve Technologies

Aug 2021 - July 2022

- \circ Collaborated with the cross-functional team to design and implement three key projects, resulting in a 25% increase in overall process efficiency and a 15% reduction in delivery timelines.
- Designed and developed a document image scanning system using C++ that automated the digitization process, cutting the manual processing time by 50% and boosting throughput by 30%.

Education

Kurukshetra University

Sept 2016 - Dec 2020

Bachelor of Technology in Computer Science

Coursework: Data Structures and Algorithms, Operating Systems, Database Management Systems, Computer Networks, Software Engineering, Compiler Design, Computer Architecture, Theory of Computation, Artificial Intelligence, Machine Learning

Skills

Technical Skills:

Programming Languages: C, C++, C#, Java, JavaScript, x86 Assembly

Web Development: HTML, CSS, Angular, Laravel, Node.js

Graphics and 3D: OpenGL, Three.js **Networking:** POSIX sockets, REST API

Frameworks and Platforms: UWP, Win32, WinForms

Operating System: Linux, Windows

Version Control: Git

Soft Skills: Collaborative Teamwork, Problem solving, Adaptability

Projects

Content Management System (CMS)

www.thejat.in

o Developed a robust CMS for managing blogs, courses, and coding challenges, enhancing content delivery

and user engagement.

- Developed a scalable back-end using Laravel with RESTful API integration, ensuring smooth data flow and system reliability.
- Designed an intuitive and responsive admin dashboard that streamlined content creation and management.
- o Tool Stack: Laravel

Custom Operating System along with Boot Loader

The TaaJ on Github

- $\circ\,$ Engineered and implemented a 32-bit x86 operating system kernel from scratch.
- Utilized the framebuffer for graphical output, supporting text rendering, and basic 2D graphics.
- o Integrated an ISO 9660 boot system and advanced memory management features.
- o Technologies used: C, C++, x86 Assembly, Make, QEMU, VirtualBox.

Lightweight HTTP Server

 $Cpp Web \ on \ Github \ \square$

- Developed a fast and minimal HTTP server using C++ socket programming without external libraries.
- Handled HTTP/1.0 and HTTP/1.1 GET requests with proper request parsing and response generation.
- o Served static content (HTML, CSS, JS, images) directly from the filesystem.
- o Implemented basic HTTP response codes (200 OK, 404 Not Found, 400 Bad Request, etc.).
- o Tool Stack: C / C++, POSIX sockets, Make build system.