Eli Manzo

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EXPERIENCE

TED AI San Francisco, CA
Software Engineer - Part-time *Sep. 2024 – Present*
- Developed and maintained React/Next.js pages for TED AI 2025, collaborating with design and marketing teams to deliver a scalable, high-traffic event platform.

Gather Remote
Product Engineer - Contract *Dec. 2024 – Mar. 2025*
- Engineered immersive ambient UX features (spatial audio cues, auto-muting, facepile indicators) to improve clarity during Gather's new app onboarding.
- Built custom React + Phaser components for office panels and desk nameplates, enabling users to identify coworker spaces.
- Integrated an outfit picker and custom audio slider, enabling personalized avatar customization and control of background ambient conversations.
- Implemented interactive notifications for meeting reminders and user engagement, including desktop alerts for follow/lead requests within the office.

Polaris Therapy (Reflex Integration Through Play) Remote
React Native Software Engineer - Apprenticeship *Nov. 2023 – Jun. 2024*
- Enhanced a React Native companion app for children with special needs, collaborating with a small team to deliver new features and UX improvements.
- Optimized exercise search by 10% with a trie data structure and caching, and validated using the Web Performance API with results logged through Mixpanel.
- Built a digital version of a physical memory game with animations, playlists, and subscription UX flow to boost engagement.

Digital Nest (bizzNEST) Salinas, CA
Web Developer - Associate *Aug. 2023 – Nov. 2024*
- Collaborated with designers to translate Figma specs into responsive websites using HTML, CSS, JavaScript, WordPress, and PHP.
- Implemented search/filter functionalities and web scraping for internal job board tools.
- Developed a custom Stripe donations plugin, including an admin settings page and styled donation forms.
- Engineered a scheduling app for Career Services, streamlining weekly networking sessions and improving participant engagement.

PROJECTS

Cascarita *Jun. 2024 – Jul. 2025*
Software Engineer | Startup Project
- Developed a digital ID card system to replace physical cards, reducing card creation time by 20% and streamlining player check-ins for games and practices.
- Built a form management system with drag-and-drop capabilities and integrated Stripe for payments.
- Created team roster dashboard, enabling soccer league managers to organize teams and track player participation.
- Implemented centralized logging with Sentry, allowing developers to monitor and respond to production errors in real time.

TECHNICAL SKILLS

- **Languages:** JavaScript/TypeScript (full-stack), HTML, CSS, SQL (MySQL), PHP
- **Frameworks and Libraries**: React, React Native, MobX, Redux, Prisma, WordPress, MongoDB, Nest.js, GraphQL, Sequelize, Phaser
- **Developer Tools:** Git, Asana, Jira, Linear, DBeaver, Docker

EDUCATION

Cal State University Monterey Bay Seaside, CA
Bachelor of Science, Computer Science | Summa Cum Laude | GPA: 3.95 /4.0 *May. 2019*