

Eli Manzo

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EXPERIENCE

Gather

Remote

Product Engineer - Contract

Dec. 2024 – Mar. 2025

- Built immersive ambient UX features with spatial audio cues, automatic audio muting on tab switch, and facepile indicators to distinguish between direct and surrounding speakers.
- Created custom React UI components with Phaser (a HTML5 game framework) to display office area inspection panels and desk nameplates, allowing users to identify coworker spaces and determine the type of area they're in.
- Integrated an outfit picker for wearable selection, enabling personalized avatar customization.
- Developed a custom audio slider to control background ambient conversations.

Reflex Integration Through Play

Remote

React Native Software Engineer - Apprenticeship

Nov. 2023 – Jun. 2024

- Worked on a team of 3 engineers and 1 engineering manager on a companion app for Occupational Therapy, supporting children with special needs.
- Transformed their physical memory game into a digital version within the app, and seamlessly integrated animations. The digital version of the game includes animations, music, and enables users to select from a broader range of exercises.
- Optimized exercise search functionality by 10% with trie data structure and caching.
- Implemented new playlist UX flow, subscription plans, and streamlined user onboarding with NUX (New User Experiences) APIs, tooltips, and integration tests.
- Prototyped a custom video player which included playback controls, and AirPlay functionality.

Digital Nest

Salinas, CA

Web Developer - Internship

Aug. 2023 – Nov. 2024

- Worked closely with web developers and UI designers to develop three websites from Figma designs using WordPress, HTML, CSS, JavaScript, and PHP.
- Participated in client meetings with project managers to gather requirements, and establish Minimum Viable Products (MVPs) for web projects.
- Implemented searching/filtering functionalities and web scraping for internal job board tools.
- Developed a custom Stripe donations plugin for WordPress, including an admin settings page and styled donation forms.

PROJECTS

Cascarita

Jun. 2024 – Jul. 2025

Software Engineer

- Built a form management system with drag-and-drop capabilities and integrated Stripe for payments.
- 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.
- 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, Angular, Spring Boot, 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

- **Concentration:** Software Engineering