

# Eli Manzo

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## EXPERIENCE

### Gather

Remote

*Product Engineer - Contract*

*Dec. 2024 – Mar. 2025*

- Engineered immersive ambient UX features (spatial audio cues, auto-muting on tab switch, facepile indicators) to improve conversation clarity during pilot onboarding of Gather's new app version.
- Built custom React + Phaser components for office inspection panels and desk nameplates, enabling users to identify coworker spaces and area types.
- 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 an Occupational Therapist companion app for children with special needs by implementing features, animations, and UX improvements with a team of 3 engineers and an engineering manager.
- Optimized exercise search by 10% with a trie data structure and caching, and validated using the Web Performance API with results logged through Mixpanel.
- Transformed a physical memory game into a digital version with animations and music, allowing users to choose favorite exercises or explore new randomized exercises for increased engagement.
- Implemented new playlist UX flow, subscription plans, and streamlined user onboarding with NUX (New User Experiences) APIs, tooltips, and integration tests.

### Digital Nest (bizzNEST)

Salinas, CA

*Web Developer - Internship/Apprenticeship*

*Aug. 2023 – Nov. 2024*

- Collaborated with designers to translate Figma specs into responsive websites using HTML, CSS, JavaScript, WordPress, and PHP.
- Worked with stakeholders to gather requirements and establish MVPs for web projects.
- 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*