# Issar Manknojiya

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## EDUCATION

## Western University

London, ON, Canada

Bachelor of Science in Computer Science

Expected April 2027

• **GPA**: 3.5

• Relevant Courses: Data Structures & Algorithms, Software Contruction, Digital Logic Systems, Software Design

## TECHNICAL SKILLS

Languages: Java, C, Python, SQL, C#, C++, JavaScript, Typescript, HTML/CSS

Frameworks: React.js, Node.js, Pytorch, TensorFlow, Next.js, FastAPI

Developer Tools: Git, Github, Linux, Unix, Jira, NumPy, Pandas, AWS, OpenAI, Cursor, Docker

## WORK EXPERIENCE

#### DevFortress

May 2025 – Aug 2025

Software Engineer Intern

Montreal, QC

- Developed a **TypeScript-based** Obsidian plugin enabling seamless one-command transfer of Markdown notes to Athena AI with sub-300ms latency, preserving metadata such as titles, tags, links, and headings.
- Implemented secure JWT authentication system with token-based API access to Athena AI backend, handling login validation, secure token storage, and authenticated note scraping.
- Ensuring this Obsidian integration builds on Google Workspace Collaborative Whiteboard used by 2,000,000+ Google Meet users to sync and secure meet minutes, notes and research at once while accessing real-time AI chat interface directly within their Obsidian knowledge management workflow.

## LEADERSHIP & CLUB EXPERIENCE

# Tech for Social Impact

Feb 2025 – Apr 2025

Full Stack Software Developer

London, ON

- Built a financial literacy tool with **React**, **Node.js**, & **Auth0 SSO** while implementing a secure **Supabase** backend with row-level access, streamlining login and data security while reducing custom-auth dev by 50%.
- Developed frontend designs of core user modules (Dashboard, Income, Expenses, Points & Rewards) with 4 other team members using **Figma & AI** cutting UI defects by **80%** and improving development speed by **35%**.

## Western Developers Society

Oct 2024 - Mar 2025

Backend Software Developer

London, ON

- Helped build the backend features of a campus navigation tool using **React Native and Mapbox API** while using proper Git & version control practices working with 2 other developers.
- Leveraged floor designs for building hours and accessibility options, using GPS data and a custom-built chatbot to provide navigation routing for 30,000+ students.

#### Projects

## AI Pull Request Dev Tool $Q \otimes | React, Next.js, Typescript, TailwindCSS, PostgreSQL, OpenAI$

- Built an AI-powered code review tool that integrates with GitHub repositories, automating pull request analysis, and improving code quality for developers using Next.js, FastAPI, and OpenAI API.
- Enhanced efficiency by implementing **Celery** + **Redis** for asynchronous task processing, enabling real-time AI-generated code review feedback, reducing manual review time for developers.

## Emberforge $\Omega \mid C\#$ , Unity, Git

- Constructed a 3D action game using C# and Unity while leveraging Git version control and collaborating with 3 other team members throughout this group project.
- Implemented modular class hierarchies, interfaces, inheritance patterns, and UML diagrams while maintaining technical documentation.

## AI Summarization API Q | FastAPI, LangChain, OpenAI API, Python

- Developed a FastAPI-based server that fetches and processes url's, text, and pdf's into concise summaries with structured JSON output.
- Processed error handling for URL fetching, parsing, and summarization pipelines for scaling and reliability.