Manak Pandey

Software Engineer

Enthusiastic developer and a multitasker who likes to seek out new challenges.

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EDUCATION

B. Tech in Computer Science and Engineering
Vellore Institute Of Technology

07/2018 – Present

Grades:
- CGPA: 9.14

High School
Mercy Memorial School

07/2003 – 03/2018

Percentage:
- Class 10 (ICSE): 96.6%
- Class 12 (ISC): 92%

WORK EXPERIENCE

Software Engineer Intern
GMetri

05/2020 – Present

Achievements/Tasks
- Learnt how scalable apps are built and deployed.
- Learnt about the process of converting ideas to actual products.
- Worked on building a better and efficient product along with fixing bugs.

ORGANIZATIONS

VITC-MUN
Built a real-time voting system.

OWASP Student Chapter
Student Outreach Program - Increased awareness among school children regarding cyber security by giving demonstrating a social engineering attack.

PALS-VITCC
Technical Head

Trekking Club
Distance trekked: 20km

SKILLS

Android Kotlin Java Python Django

Flask Express NodeJS GraphQL React

C C++ Linux DBMS DSA Docker

PROJECTS

Reacmchain (05/2020 – 05/2020) ↗
- An innovative supply chain management platform, built by harnessing the power of Blockchain.

Vote-at-mun (10/2019 – 03/2020) ↗
- A real-time voting system for VITC-Model United Nations using GraphQL. The maximum voters supposed to vote at a given time are about 200 in number.

UN Sustainable Goals (01/2020 – 02/2020)
- Predicting and visualizing the principle indicators to help achieve the sustainable goals set by the United Nations. A Machine Learning model will predict the values of principle indicators with the help of the data provided by the World Bank to facilitate in making better and more effective policies.

Menuplait (02/2020 – 02/2020) ↗
- A web based solution for restaurants to accept dine-in orders. It gives the restaurant flexibility to change the menu on-the-go. It also helps to reduce human error while taking orders, thus increasing the satisfaction rate of the customers.

BusStat (10/2019 – 11/2019) ↗
- An Android app to facilitate digital payment along with providing the live location of all local buses along with their routes, with a REST API backend. If implemented in a city with 100 local buses, could save the time of around 10000+ people.

Revvit (04/2019 – 06/2019) ↗
- An Android app for almost 6000 students of VIT to access their daily class schedule and post reviews of professors with a Firebase backend.

eMonopoly (06/2017 – 06/2017) ↗
- A web-based banking platform on a local server for Monopoly built on Python. It replaces the use of physical currency in the game with a Monopoly bank account for each player which can be accessed from a mobile, tablet or a computer. The system supports any number of players.

ACHIEVEMENTS

IEEE Publication ↗
An Enhanced Data Compression Algorithm

LANGUAGES

English
Full Professional Proficiency

Hindi
Native or Bilingual Proficiency