

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%

VOLUNTEER EXPERIENCE

Student Outreach Program

OWASP Student Chapter

02/2019 – 02/2019

Achievements/Tasks

- Created awareness about the importance of Cyber Security among junior students (Class 7-8).
- Demonstrated a Social Engineering Attack.
- Demonstrated ways to identify fake websites and be safe on the Internet.

Sponsorship Connectivitee

08/2019 – 09/2019

A college club

Achievements/Tasks

- Contacted and got a sponsor for the fest.
- Arranged for 20% of the monetary Sponsorship.

ORGANIZATIONS

VITC-MUN

Software Developer

OWASP Student Chapter

Technical

PALS-VITCC

Web Developer

Trekking Club

Distance trekked: 20km

SKILLS

Android

Kotlin

Java

Python

Django

Flask

Express

NodeJS

GraphQL

React

C

C++

Linux

DBMS

DSA

PROJECTS

Vote-at-mun (10/2019 – Present)

- 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 – Present)

- 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.

SafeRoads (03/2019 – 04/2019)

- Prediction of road accidents using Machine Learning to help build a Safer City.

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.

LANGUAGES

English

Full Professional Proficiency

Hindi

Native or Bilingual Proficiency

INTERESTS

Travel

Swimming

Trekking

Cooking