

Manan Malik

Sr. Software Engineer

Highly organized and collaborative engineer with 5 years of professional experience in dynamic, deadline-driven environments. The specialization includes development within emerging technologies such as **augmented reality**, **virtual reality**, **artificial intelligence**, and the **Metaverse**, impacting diverse domains such as banking, retail, manufacturing, and research. Expertise also includes investigating innovations in software development, mobile and web application development, and roles requiring creative thinking. In prior roles, iOS applications in augmented reality were developed, including a proof of concept use case for point-of-sale with Firebase database and GCP. Proficient in web application development using Angular 8, AngularJS, and JavaScript. Led projects utilizing Unity, Unreal Engine, and Xcode to integrate LLM into the Metaverse. Recently, pioneered a project to create a digital avatar for a Large Language Model using Unreal Engine and MetaHuman

✉ mananmalik18@gmail.com

🐙 github.com/mananmalik1807

📞 +91-7066511977

🌐 linkedin.com/in/manan-malik

WORK EXPERIENCE

AR/VR Developer · Sr. Software Engineer

Zenlabs Research and Development, Zensar

04/2019 - Present

Pune, Maharashtra, India

- Being a member of Zenlabs, Zensar's R&D dept., business solutions were designed using technologies like augmented reality, virtual reality, and mixed reality with features using artificial intelligence, machine learning, and large language models.
- Continuously improved gameplay with native iOS AR/VR applications by working on Proof-of-concepts and enhancing player world interactions. Delivered a compelling iOS-based AR PoC tailored for Inventory Management, catering to the warehouse packaging requirements of a prominent auction house in London.
- Developed web-based virtual reality applications in Unity Engine on WebGL that allow users to interact with virtual worlds in the metaverse.
- Designed, built, and tested augmented reality applications in native iOS using Xcode, with device motion tracking, face tracking, and plane detection using ARKit.
- Developed a Virtual Bank in Metaverse using Unity Game Engine, modeling reusable 3D models in Blender, with ReadyPlayerMe Avatar and ChatGPT integrated help desk kiosks.
- Leveraged LiDAR sensor technology to scan and subsequently optimize a 3D model through adept Retopology, Remeshing, UV unwrapping, and Texture baking techniques in Blender, thus enhancing 3D assets for cross-platform usability.
- Led the development of a digital avatar system for Large Language Models (LLMs) using Unreal Engine and MetaHuman, enabling natural human-like interactions with voice, facial expressions, and emotional understanding.

Web Developer · Jr. Software Engineer

NedBank, Zensar (SA Offshore)

2018 - 2019

Pune, Maharashtra, India

- Advanced the migration of Nedbank's Enterprise-Wide Client On-Boarding code base from AngularJs to Angular 8.
- Understanding the code base of AngularJs, developed required components and services for Angular 8 under Agile Software Development.
- Upskilled and delivered 100% Unit test cases in Karma and Jasmine, mid-project as per client's requirements.

iOS Developer · Software Engineer

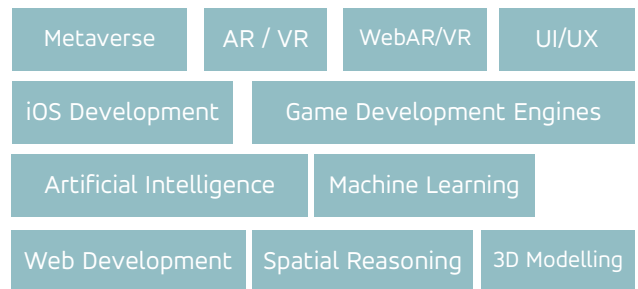
Macy's, Zensar (US Offshore)

09/2020 - 12/2020

Pune, Maharashtra, India

- Developed native iOS application using Xcode with firebase database to enhance offline point-of-sale transactions, resulting in a substantial boost to the application's efficiency and transactional fluidity.
- Offline transaction capabilities were provided by working on Google Cloud Platform.

AREAS OF EXPERTISE



TECHNICAL SKILLS



EDUCATION

Bharati Vidyapeeth University College of Engineering

Bachelor of Technology in Computer Engineering

07/2014 - 06/2018

CGPA 9.18

Bharati Vidyapeeth (Deemed to be University)

Diploma in Network Security

07/2014 - 06/2017

A+ Grade

CERTIFICATIONS AND SPECIALIZATIONS

- Google AI Essentials
- Introduction to Generative AI Learning Path Specialization by Google Cloud
- ChatGPT Prompt Engineering for Developers by DeepLearning.AI