Manan Malik

Sr. Software Developer - Innovation

Highly organised and collaborative Innovation Engineer with **5 years of professional Experience** in dynamic , deadline-driven environments. Currently specialising in app development within emerging technologies such as **Augmented Reality, Virtual Reality, Artificial Intelligence, Extended Reality** and **the Metaverse.** Expertise includes Investigating innovations in **Software Development, Mobile and Web Application Development,** and roles requiring creative thinking with upcoming technologies.

In prior roles, successfully developed iOS applications for Augmented Reality, including a use case in point-of-sale Proof of Concept with firebase database and GCP . Proficient in web applications development using Angular 8, AngularJS and JavaScript. Currently engaged in projects involving Unity, Vuforia, Unreal Engine, and Xcode, incorporating the use of LiDAR Scanner and ChatGPT within the Metaverse.

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WORK EXPERIENCE

AR/VR Developer · Sr. Software Engineer

Zenlabs Research and Development, Zensar

01/2020 – Present *Pune, Maharashtra, India*

- Being a member of Zensar's R&D dept. Zenlabs, provided business solutions using technology like Augmented Reality, Virtual Reality and Mixed Reality along the domain of Artificial Intelligence, Machine Learning and working in the field of Metaverse.

- Continuously improving gameplay with native iOS and Android AR/VR applications by working on Proof-of-concepts and enhancing player world interactions.

- Developing Web based virtual reality applications in Unity Engine on WebGL, to allow user to interact with Virtual worlds in the metaverse.

- Designing, building and testing augmented reality applications in native iOS using Xcode, with device motion tracking, face tracking, plane detection using ARKit.

- Created a native iOS inventory app for a leading London-based auction company, leveraging augmented reality for precise dimension measurements, enhancing packaging efficiency and reducing waste, aligning with sustainability objectives.

- Developed a Virtual Bank in Metaverse using Unity Game Engine, modelling reusable 3D models in Blender, with ReadyPlayerMe Avatar and ChatGPT integrated help desk kiosks.

- Leveraged LiDAR sensor technology to scan and subsequently optimise a 3D model through adept Retopology , Remeshing, UV unwrapping, and Texture baking techniques. The resulting refined model is now versatile and compatible with a diverse range of technologies for cross-platform usability.

Web Developer · Jr. Software Engineer

NedBank, Zensar (SA Offshore)

2018 – 2019 *Pune, Maharashtra, India*

- Migration of Nedbank's Enterprise Wide Client On-Boarding code base from AngularJs to Angular 8.

- Understanding code base of AngularJs and development of required components and services for Angular 8 using NodeJs 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)

08/2021 – 12/2021 *Pune, Maharashtra, India*

- Developed native iOS application using Xcode with firebase database.

- Enhanced point-of-sale functionality by introducing cutting-edge ideas and leveraging innovative iOS technologies, resulting in a substantial boost to the application's efficiency and transactional fluidity.

- Worked on Google Cloud Platform to provide Offline Transactions capabilities in iOS.

AREAS OF EXPERTISE

Metaverse · Augmented Reality · WebAR/VR · Virtual Reality · Game Development · UI Design · App Development · Unity · iOS Development · Web Development · Spatial Reasoning · Blender · Artificial Intelligence · 3D Modelling

TECHNICAL SKILLS

Swift · C# · C++ · JavaScript · ARKit · Java · SQL · Angular · HTML/CSS · ARCore · AngularJS · UI/UX · Network Security

EDUCATION

Bharati Vidyapeeth University College of Engineering
Bachelors of Technology in Computer Engineering
07/2014-06/2018 CGPA 9.18

Bharati Vidyapeeth Deemed University
Diploma in Network Security
07/2014 – 07/2017