Manan Malik

Sr. Software Engineer

Proficient Senior Software Engineer with over six years of experience in Augmented and Virtual Reality (AR/VR) and Metaverse development with a strong focus on Artificial Intelligence/Machine Learning (AI/ML) technologies. Successfully led transformative projects utilizing Unity, Unreal Engine, and ARKit to enhance user experience and operational efficiency in the banking, retail, research, and manufacturing sectors.

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PROFESSIONAL EXPERIENCE

AI/ML Developer · Sr. Software Engineer

Zenlabs Research and Development, Zensar

08/2022 - Present

Pune, Maharashtra, India

- 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.
- Spearheaded the system design creation and migration of an Alintegrated solution to GCP, implementing anomaly detection, sensor reconstruction, and agglomerative clustering for sensor grouping.
- Leveraged computer vision and AI-powered analytics to detect welding defects and extract actionable insights from user-uploaded images, utilizing Vertex AI for the Isolation Forest machine learning model and an Autoencoder deep learning model deployment.

AR/VR Developer · Software Engineer

Zenlabs Research and Development, Zensar

01/2020 - 08/2022

Pune, Maharashtra, India

- Enhanced gameplay for native iOS AR/VR applications by creating proof-of-concepts and improved player interactions. Delivered a proofof-concept iOS AR application for inventory management, addressing the packaging needs of a major auction house in London.
- Built immersive experiences and interactive applications in Unity using WebGL for cross-platform compatibility, enabling users to interact with virtual worlds in the metaverse.
- Designed, developed, and tested augmented reality applications in native iOS using Xcode, with device motion tracking, face tracking, and plane detection using ARKit.
- Pioneered Metaverse integration by creating a virtual banking experience, enabling real-time interactivity and user engagement in Metaverse using Unity Game Engine. Modeled reusable 3D models in Blender, with ReadyPlayerMe Avatar and ChatGPT integrated help desk kiosks.
- Utilized LiDAR sensor technology to scan and optimize 3D models through Retopology, Remeshing, UV unwrapping, and Texture baking techniques in Blender, thus enhancing 3D assets for cross-platform usability.

iOS Developer · Software Engineer

Macy's, Zensar (US Offshore)

09/2020 - 12/2020

Pune, Maharashtra, India

- Developed a native iOS application using Xcode and Firebase database to enhance offline point-of-sale transactions, significantly enhancing the efficiency and transactional flow of the application.
- Enabled offline transaction capabilities through Google Cloud Platform integration.

Web Developer · Jr. Software Engineer

Nedbank, Zensar (SA Offshore)

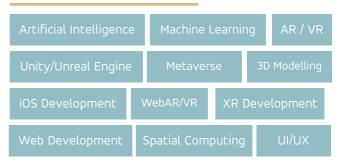
+91-7066511977

10/2018 - 01/2020

Pune, Maharashtra, India

- Facilitated the migration of Nedbank's enterprise-wide client onboarding codebase from AngularJs to Angular 8.
- Utilized agile software development practices to upgrade and optimize client onboarding platform, migrating services from AngularJS to Angular 8 for enhanced scalability and performance.
- Ensured application reliability through CI/CD and delivered comprehensive unit testing in Karma and Jasmine, meeting 97% accuracy.

AREAS OF EXPERTISE



TECHNICAL SKILLS



EDUCATION

Bharati Vidyapeeth University College of Engineering

Bachelor of Technology in Computer Engineering CGPA 9.18

07/2014-06/2018

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.Al