MANISH NIURE

Washington, DC • 202-696-7172 • manish.niure@bison.howard.edu • LinkedIn • Github

EDUCATION

Howard University **Washington, DC**

Bachelor of Science in Computer Science , HU Capstone Scholar Expected Graduation: *May 2025*

Cumulative GPA: 4.0

Relevant Coursework: Intro To Operating System, Fundamentals Of Algorithm, Intro To Computer Network, Unix , Calculus I, Calculus II, Discrete Structures, Intro To Cyber Security, Intro To Linear Algebra

Google TechExchange Program **Jan 2023 - April 2023**

An academic program where **Google engineers** teach computer science topics to students

Relevant Coursework: Applied Data Structures, Software Development Studio, Product Management, Intro To Machine Learning

Technical Skills : Python, Java, C, Ruby, Flask, Javascript, HTML/CSS, Jinja, MongoDB, SQL, DynamoDB, GIT

WORK EXPERIENCES

Amazon Web Service (AWS) **East Palo Alto, California**

Software Development Engineer Intern *May 2023-August 2023*

- Actively collaborated with the AWS LakeFormation team, contributing to multiple pivotal projects by leveraging Java, Python, and Ruby in AWS environments
- Utilized Python and Ruby to automate the deployment process step Model Change Management (MCM), reducing the creation time from 3 hours to just 5 minutes and increasing the efficiency by 95%
- Updated the API by integrating a timestamp feature into data cell filters using Java, enhancing data traceability and strengthening platform data integrity

Howard University **Washington, DC**

AIM HEAD-AI/ML and Alexa Project Research Assistant *May 2022-August 2022*

- Tested the YALE datasets of around 100k images and used it for facial and ear recognition using Python
- Achieved a 90% accuracy rate for facial recognition algorithms and 75 % for ear recognition algorithms by testing and refining them with editing software like Adobe Photoshop to add occlusions, adjust lighting, and enhance image quality
- Collaborated with faculty members to research and identify effective voice recognition algorithms using Python

PROJECTS

Custom Shell **Oct 2023**

- Developed a command shell from scratch in C, implementing core features inspired by widely-used shells such as sh, bash, csh, and tcsh
- Applied problem-solving skills to address challenges in parsing commands, managing processes, and ensuring compatibility with standard shell functionalities

Local Wiki **Jan 2023 - April 2023**

- Built a wiki application using Python, Flask, HTML, CSS and Jinja for users to browse through information about local places in their area. Deployed the app on Google Cloud Platform using CI/CD
- Designed and lead a feature to support searching, sorting and filtering of wiki pages to enhance user experience
- Collaborated with a team of 3 students and reviewed each other's design docs and merge requests

Video Game Media (V.G.M) - Product Management **Jan 2023 - April 2023**

- Worked as Product Manager in the Product Management Class in the group of 4 to create a video game media platform and designed its UI
- Developed and presented the product's agenda, roadmap, and goals to Google's Product Managers, receiving positive feedback on the concept

ACTIVITIES

Goldman Sachs-HBCU Market Madness - Team Lead **April, 2023**

Lead a team of 5 students to develop and present an acquisition proposal for L'Oreal

Google Hackathon - Team Lead **March, 2023**

Lead a team of 4 in building a housing app using HTML, CSS, Flask and Swift. Presented the prototype to Google Engineers