MANU HEDGE

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OBJECTIVE: To intern as a Software Engineer starting Summer 2024.

SUMMARY: CS Graduate student and former L3 Software Engineer with experience in leading teams and building software products in Big Data, MLOps and e-signing.

EDUCATION

Master of Science (MS) in Computer Science & Software Engineering

June 2025

University of Washington | Bothell, WA

Bachelor of Engineering (BE) in Computer Science & Engineering

June 2019

Dr Ambedkar Institute of Technology, Visvesvaraya Technological University Bengaluru, KA, India

GPA 3.5

WORK EXPERIENCE

Tekion Corporation

Bengaluru, India

Senior Software Engineer (L3)

Jan 2023 – Jul 2023

- o Developed & launched pilot of Phase-I backend of an e-signing platform (web application) for 4 major car-dealership companies in the US, which enables car owners to sign contracts online with the car dealerships that use Tekion's products.
- Got appreciated for fast self-onboarding and execution.

Udaan (Hiveloop Technology Pvt. Ltd)

Bengaluru, India

Jan 2022 - Dec 2022

Data Scientist

- Developed & launched a pilot model for forecasting the demand for selected items in 1 warehouse.
- o Developed & deployed a pilot model for 8 cities across India for 2 FMCG brands to target ads for buyer
- Developed a model for understanding the impact of different in-app ad widgets.

Product Engineer - Data Platform

Jul 2019 - Dec 2021

- o Created a unified near real-time self-serve data platform, based on Databricks **Delta Lake** technology, that handles petabyte-scale data regularly.
- Worked across the software stack, in setting up & managing infrastructure, building microservices for front-end web UI and backend modules.
- Iterated on product & features to achieve 100% companywide adoption within 4 months of launch. Focused on scalability, stability resulting in an 83% reduction in outages and a cost reduction of 54%
- Hiring & Leadership: Part of the hiring panel for product & software engineer roles, mentored new college graduates and expanded the data platform team to 6 engineers.
- Overall Impact: improved execution efficiency for existing use cases by 2-22x and enabled hundreds of new use cases.
- Recognitions: Received a #crushing_it award for developing the data platform, which also received an NPS score of 8.1 from 2400+ users

Tika Data

Bengaluru, India

Deep Learning Intern

Jan 2019 - Jun 2019

- o Developed a tool to extract frames of a specified set of real-world objects present in videos by applying a pre-trained image detection model using YOLO V2 & Detectron
- o Implemented a research paper to develop a tool that generates new faces based on a set of input faces using a pre-trained GAN(StyleGAN) model.

TECHNICAL SKILLS

Languages: C, C++, Python, Typescript, Kotlin, Java, Clojure; **Frameworks:** PyTorch, Tensorflow, React, React Native, Pyspark; **Technologies:** Kubernetes, Databricks Delta, Spark, Bash, Linux, Git, Docker, AWS Lambda, Google cloud Firebase & App Engine, Azure EventHub, Azure SQL server, Redis.

PROJECTS

- o FarmTV Developed a mobile application in react native for farmers of KA, India, where scientific agriculture documentaries are streamed on a regular basis, with more than 50,000+ downloads and **1000 DAU** (Daily Active Users)
- Radiant Board Developed firmware (embedded C) and desktop application (C++.Net) for a Information Display Board powered by ATmega1280 controller, used by 2000+ stores of BPCL.
- o File sorting using deep learning & clustering Designed a desktop application to segregate image files based on their content and color distribution using Inception V3 & T-SNE.
- X86 Kernel Development manuOS Created a basic 32-bit Kernel written in C and x86 assembly.

RESEARCH

o Document Summarizer using Skip-Thought and Content-Based Clustering, May 2019 www.researchgate.net/publication/366135922_Document_Summarizer_using_Skip-Thought_and_Content_Based_Clustering