

Shreya Mani

Saratoga, CA | Ann Arbor, MI

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EDUCATION

University of Michigan

Bachelor of Science in Information (Concentration in UX Design), Minor in Computer Science
Honors: University Honors Recognition Fall 2020, 2021. James B. Angell Scholar
Major GPA: 3.94/4.00, Overall GPA: 3.70/4.00

Ann Arbor, MI
Graduating May 2024

PROFESSIONAL EXPERIENCE

ManageBetter,

Product Management Intern

Remote

May 2022–August-2022

- Led ideation and development for several technical projects for HR software startup ManageBetter.
- Led team and was responsible for programming the Stripe payment system for the product.
- Additionally was responsible for several smaller scale projects, including ideation of a Beta trial functionality for their newest product and the creation of a dual login system for users to access all softwares provided by the website.

University of Michigan Transportation Research Institute

Computer Science Research

Ann Arbor, MI

August 2020–Present

- Developing mobile application to visualize 3D online body shape models through Unity and C# (main functionality is for automobile manufacturers to design safe vehicles).
- Coded algorithm to morph body shape model based on user-inputted slider parameter values.
- Developed AR functionality for body models to be visualized in real-world settings via camera.

SpokeIt

Game Development Intern

Santa Cruz, CA

June 2019 - August 2019

- Developed musical minigame via Swift and XCode IDE for SpokeIt, a children's video game for younger kids with cleft-palate/orofacial cleft disabilities to practice speech therapy.
- Worked 8 hours a day for a summer programming, designing, and animating characters for the video game in the University of California at Santa Cruz Computational Media Labs.

Extracurricular Activities

University of Michigan School of Social Work

Volunteer Computer Science Researcher

Ann Arbor, MI

August 2022–Present

- Coding an audio-based system to display DEI (diversity, equity, and inclusion) data from the University of Michigan School of Social Work faculty/staff/students.
- Aimed to provide a way to display inequities without compromising the safety of marginalized groups.

Women in Science and Engineering Residence Program

First Year Student, Peer Mentor, Sophomore Leader, Social Media Coordinator

Ann Arbor, MI

August 2020–May-2022

- Member of Michigan Learning Community for freshman and sophomore women pursuing STEM careers, created to encourage diversity and representation in these historically male-dominated fields.
- Pursued a number of leadership roles sophomore year of college, mentoring freshmen students in the program, designing social media posts, ideating program initiatives, etc.

AdaHacks, HopperHacks, AnitaHacks

Hackathon Executive Director (AdaHacks II, AnitaHacks I, HopperHacks II)

Various Locations

August 2019 - August 2020

- Directed several large scale all-female high school hackathons sponsored by Netflix, Facebook, and Google.
- Responsible for marketing, sponsorship, creation of coding materials/workshops, recruiting mentors, etc.

Additional Skills

- Proficient in HTML, CSS, JS, Python, SQL, C++, C#, and R
- Skilled in Figma, Adobe Creative Suite (general design)
- Fluent in English and French

