



Phone:

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Website QR

## Skills

**Languages:** Kotlin, Swift, Java, JavaScript, TypeScript, HTML, C, C++, CSS, SQL

**Strengths:** Android, iOS, Jetpack Compose, UIKit, SwiftUI, MVVM, ReactJS, TailwindCSS

## Education

SFU Burnaby – BSc. Computer Science

Jan 2019 – Sep 2024

Google Developer Student Club – Core Team Member

Sept 2021 – Aug 2023

SFU StormHacks 2023 – Made Android app “HubSFU” in 24 hours, placed 3rd

May 2023

Open-Source Software Engagement Award – 4 letters of recommendation

Oct 2019

## Work Experience

**Freelance** Contract Mobile App Developer / Jr. Web Developer **Oct 2018 – Present**

- Established a mobile platform for clients by building native Android and iOS apps.
- Enabled websites to be dynamic by developing a server back-end using PHP and SQL.
- Worked directly with clients, ensuring proper communication and therefore, great results.

**TD Bank** Android App Developer Co-op **May 2022 – Aug 2022**

- Worked on TD Insurance app activity navigation flow and corresponding unit tests.
- Modified UI on-the-fly according to branding changes and marketing specifications.
- Applied module-based architecture and learned per-module testing for large projects.

**NETGEAR** iOS App Developer Co-op **Jan 2021 – Aug 2021**

- Implemented user-facing features in the Nighthawk and Orbi iOS apps, enriching UI/UX.
- Wrote automation bash scripts, making changes to configs over 80% faster.
- Led implementation for unit tests in XCode, improving code hygiene and personal skills.

## Project Experience

**Logos** Android, Kotlin - <https://manku.dev/logos> **Aug 2023 – Present**

- Shipped initial release from design to prototype to Play Store solo in 1 week.
- Crafted 100% with modern tools like Material 3, Compose, ROOM, Coroutines and MVVM.
- Integrated entitlements from paid and promo code downloads using LVL.

**SwiftCalc** iOS, Swift - <https://manku.dev/swiftcalc> **Dec 2019 – Sept 2020**

- Built prototype with Flutter, completing early cross-platform prototype in 4 weeks.
- Rebuilt codebase for iOS with Swift and Storyboard, providing a native experience on iOS.
- Utilized GCD, increasing main thread performance by 30% via asynchronous operations.

**SCE** Android, Kotlin - <https://manku.dev/sce> **May 2019 – Sept 2020**

- Designed and engineered a modern Android app, serving a UI for taxing IO tasks.
- Deployed to Google Play Store, granting easier access to over 500 users; Rated 5-star.
- Utilized modern technologies like Jetpack, AndroidX, MVVM, making for a robust codebase.