

# Tanish Manku



**Phone:** (+1) 236-332-4897 • **Email:** [tmanku.dev@gmail.com](mailto:tmanku.dev@gmail.com) • **Location:** Vancouver, BC, Canada  
**LinkedIn:** [linkedin.com/in/tmanku](https://www.linkedin.com/in/tmanku) • **GitHub:** [github.com/tanish2k09](https://github.com/tanish2k09) • **Website:** [manku.dev/](https://manku.dev/)

## Skills

**Languages:** Kotlin, Swift, Java, JavaScript, C, C++, SQL, HTML, Bash, OpenGL

**Mobile:** Android, iOS, Jetpack Compose, UIKit, SwiftUI, MVVM, ROOM, Hilt, XCTest

**Web:** React JS, Next JS, Tailwind CSS, REST APIs, GraphQL, Node JS, WebGL, Firebase, PostgreSQL, MySQL

## Education

**Simon Fraser University – BSc. Computer Science**

**Jan 2019 – Aug 2024**

- Google Developer Student Club – Core Team Member Certification in the Tech Lead role.
- StormHacks 2023 – Won awards, lunch with sponsors for Android app “HubSFU”, made in 24 hours.
- Open-Source Software Engagement Award – 4 Letters of Recommendation from senior developers.

## Work Experience

<b>Freelance</b>	<b>Contract Mobile App Developer / Jr. Web Developer</b>	<b>Oct 2018 – Present</b>
	<ul style="list-style-type: none"><li>• Drove over 50% client growth via native Android and iOS apps with in-app purchases.</li><li>• Streamlined website login, elevating accessibility and boosting user engagement by 40%.</li><li>• Coordinated with 8+ clients, ensured apps exceeded expectations, secured 90% satisfaction rate.</li></ul>	
<b>TD Bank</b>	<b>Android App Developer Co-op</b>	<b>May 2022 – Aug 2022</b>
	<ul style="list-style-type: none"><li>• Improved activity navigation flow and unit tests, resulting in 15% less code with better quality.</li><li>• Adapted UI on-the-fly according to 50+ branding and design specifications.</li><li>• Used build modules and module tests to reduce build and debugging times by 35%.</li></ul>	
<b>Netgear</b>	<b>iOS App Developer Co-op</b>	<b>Jan 2021 – Aug 2021</b>
	<ul style="list-style-type: none"><li>• Upgraded onboarding flows, increasing user install-to-login funnel traffic by over 20%.</li><li>• Wrote automation bash scripts, making changes to configs over 80% faster.</li><li>• Led implementation of unit tests in XCode, caught 2 critical bugs, improved code hygiene.</li></ul>	

## Projects

<b>Logos</b>	<b>Android, Kotlin - <a href="https://manku.dev/logos">https://manku.dev/logos</a></b>	<b>Aug 2023 – Present</b>
	<ul style="list-style-type: none"><li>• Shipped a wallpaper generator from design to prototype to Play Store in 1 week, solo.</li><li>• Crafted 100% with modern tools like Material 3, Compose, ROOM, Coroutines and MVVM.</li><li>• Monetized by integrating entitlements from paid and promo code downloads using LVL.</li></ul>	
<b>Cinébon</b>	<b>Android, Kotlin, Compose, Firebase - <a href="https://cinebon.online/">https://cinebon.online/</a></b>	<b>Nov 2023 – Dec 2023</b>
	<ul style="list-style-type: none"><li>• Built a functional media/chat app using Compose, TMDb API, Retrofit and Firebase in 3 weeks.</li><li>• Utilized Service and Kotlin Flows to improve app architecture and reduce bug rate by 90%.</li><li>• Employed image and API response caching, optimizing efficiency and performance by 60%.</li></ul>	
<b>SCE</b>	<b>Android, Kotlin - <a href="https://manku.dev/sce">https://manku.dev/sce</a></b>	<b>May 2019 – Sep 2020</b>
	<ul style="list-style-type: none"><li>• Engineered an Android app for a custom config format for the Smurf-Kernel community.</li><li>• Deployed to Google Play Store, granting easier access to over 1000 users; Rated 5-star.</li><li>• Used libraries like Lottie to add micro-interactions, improving the UX and user rating.</li></ul>	