

Tanish Manku



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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

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

Projects

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