Tanish Manku

Phone:
- HIDDEN -

Located:
Coquitlam, British Columbia

Email:
tmanku.dev@gmail.com

GitHub:
https://github.com/tanish2k09

LinkedIn:
https://linkedin.com/in/tmanku

Website:
https://manku.dev

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 – Dec 2024

Google Developer Student Club – Core Team Member   Sep 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 sales channel for clients via native Android and iOS apps.
- Migrated websites to a PHP and SQL back-end, allowing users to create profiles.
- Liaised with clients, communicating updates, and ensuring apps exceeded expectations.

TD Bank *Android App Developer Co-op*   May 2022 – Aug 2022
- Improved activity navigation flow and unit tests, resulting in less code and better quality.
- Modified UI on-the-fly according to branding changes and marketing specifications.
- Used a module-based app architecture and module-specific tests to improve debugging.

NETGEAR *iOS App Developer Co-op*   Jan 2021 – Aug 2021
- Implemented onboarding features in the Nighthawk and Orbi iOS apps, enriching UI/UX.
- 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
- 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 – Sep 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 – Sep 2020
- Engineered a modern Android app, serving as a GUI for a custom configuration file format.
- 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.