

# 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**

- 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**

- 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**

- 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**

- 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**

- 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**

- 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.