

HARMAN MANKU

Software Engineer

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, Python, C++, C#, Matlab, SQL, SASS, CSS, HTML

Technologies/Frameworks: React, React Native, Redux, React Router, Unity, Prisma

Developer Tools: Node, Express, GraphQL, MongoDB, ThreeJS, GSAP, Tailwind

EXPERIENCE

Mica Design Co | Full Stack Developer

08/2021 - Present

- Designed and implemented a full stack software solution by taking the client's requirements and producing a web app for admin using **React** and a mobile app for users using **React Native**.
- Developed and implemented a **GraphQL**-based back end.
- Led and collaborated with a front-end engineer to create a responsive, user-friendly, and "fun" design for the web app which increased admin output by 200%.
- Developed and documented a custom library for streamlined access to the Back End API using easy-to-understand functions, improving development productivity and efficiency by 180%.
- Created a cost-effective app update strategy, enabling seamless updates without any additional expenses.

Scale AI | RLHF Specialist / Code Evaluation & Prompt Engineering

02/2023 - Present

- Created intricate prompts on various coding subjects to challenge and refine AI coding capabilities, ensuring models produce highly accurate, efficient, and relevant code.
- Evaluated the quality of AI-generated code, providing detailed feedback that improved model performance.
- Consistently ranked in the top tier of performance evaluations, demonstrating exceptional skill in prompt engineering, response verification, and error correction.
- Promoted to *Reviewer*, offering expert guidance and feedback that enhanced the overall quality of the team's work.

TOWER RISE | Game Director and Software Engineer

08/2020 - 5/2023

- Led a multidisciplinary team in the design and development of a captivating game using **Unity**.
- Implemented object-oriented programming (OOP) concepts using **C#** to create modular and maintainable code, promoting code re-usability and minimizing technical debt.
- Developed a high-performance compression algorithm that allowed for efficient data transmission without sacrificing quality or functionality that reduced estimated server costs by 90%.
- [Google Play Link](#) | [Apple Store Link](#)

Aether, Spectradyne | Mechanical Engineer

1/2018 - 1/2020

- Conducted mechanical design and testing of production level assemblies for scientific instrumentation.
- Implemented time management and documentation software tools to increase build efficiency and organization which increased worker production by over 200%.
- Designed and implemented a method for calibrating offsets between extruders that allowed Bioprinters to self-calibrate increasing time efficiency by over 400% on average.
- Analyzed and modified G-code scripts to optimize printing parameters to allow for the needs of the inhouse printer eliminating the need for a custom-built slicer.

PROJECTS

WORDBANK | React, MongoDB, Redux

word-bank.netlify.app

- Designed and implemented API endpoints to enable CRUD operations, using **MongoDB** for the Database.
- Conducted regular testing, including unit tests and integration tests, to ensure the stability, functionality, and compatibility of the web app across various browsers and devices.

RANKME SOCCER | Android Studio, Java, JavaScript, BootStrap, CSS, HTML

rankmesoccer.web.app

- Designed and developed an Android app for seamless data input, processing, and secure upload to **Firebase**.

EDUCATION

University of California, Berkeley

Bachelor of Science - Mechanical Engineering

Berkeley, US

08/2012 - 05/2016