

# ANKIT MANE

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## EDUCATION

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### Masters in Computer Engineering

University of California, Riverside

GPA: 3.64/4

Sept 2022 - Dec 2023

### Bachelors in Computer Science

Vishwakarma Institute of Technology, India

GPA: 8.51/10

Aug 2017 - Jun 2021

## SKILLS

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**Languages:** Java, Kotlin, Swift, Python, C, C++, JavaScript, Objective C

**Technical Skills:** Git, UIKit, SwiftUI, Jira, REST API, MVVM arch., XCTest, AWS CloudWatch, CLI, MySQL

## EXPERIENCE

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### iRobot

**Boston, MA**

#### Software Development Engineer Intern (iOS Mobile team)

Oct 2023 - Mar 2024

- Led the development of the 'Time Box' feature for the Dirt Detective component in iRobot's software, overseeing both the ViewModel and ViewController aspects. This enhancement streamlined the dirt detection process, resulting in a more efficient cleaning experience.
- Spearheaded the refactoring of schedule editor and view model to a **Model-View-ViewModel (MVVM) architecture using Swift**, focusing on handling event calls at the ViewModel level to improve system responsiveness and maintainability.

#### Software Development Engineer Intern (iOS Mobile team)

Jun 2023 - Sept 2023

- Developed critical features and enhancements in **Objective-C** to improve mission initiation process, including adding an alert mechanism to warn users when initiating a mission without a room label on the map.
- Engineered cross-platform **C++ libraries with Djinni** interfaces for seamless integration between native Android/iOS and common codebases, boosting development efficiency.
- Enhanced app's onboarding experience by enabling users to access the on-boarding screen multiple times after scanning a QR code. This modification led to a **60% decrease** in user drop off after QR code scanning

### HSBC

**Pune, India**

#### Software Engineer(iOS insurance app)

Aug 2021 - May 2022

- Responsible for developing a user-friendly FAQ page within HSBC's insurance app's contact us screen. The integration of FAQ page resulted in a **30% decrease** in customer support calls due to the seamless FAQ integration.
- Demonstrated expertise in SwiftUI by crafting a suite of reusable UI layouts that were utilized across multiple app elements, including pop-ups, tables, and insurance cards. This optimization resulted in a **15% improvement** in app loading times.

### onShape

**Pune, India**

#### Software Engineering Intern (Android app)

Jun 2019 - Aug 2019

- Developed and implemented an innovative advanced filter feature for the Onshape Android app using Java, allowing users to efficiently sort and access components based on various criteria such as type, version, and properties, significantly improving user efficiency with a **40% reduction** in the time it takes to find components.
- Played a key role in enhancing the app's functionality by creating and integrating small-sized fragments for filtering components, enabling users to easily navigate and manage complex assemblies with improved performance.

## PROJECTS

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### Finject (Android app)

- Led development of "Finject," a Java-based app for visually challenged users. Utilized BLE tags and image processing for object recognition, enhancing accessibility and independence.
- Played a key role in the design and execution of the project, resulting in a **patent granted by the Government of India** for the innovative solution catering to the needs of visually impaired individuals.