Manan Gandhi

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Computer Engineering Student | Open Source Software Enthusiast
20x Hackathon Attendee | 5x Hackathon Winner

Summary

A Computer Engineering student at NMIMS MPSTME with a focus on app development, backend systems, and cybersecurity. 5-time hackathon winner and active open-source contributor who enjoys building software and identifying security vulnerabilities.

Education

Mukesh Patel School of Technology Management and Engineering   Mumbai, India
B.Tech in Computer Engineering   *2022 – 2028*

Kapol Vidyanidhi International School   Mumbai, India
ICSE   *2009 – 2022*

Experience

Sykes & Rays Equities   Mumbai, India
Software Engineering Intern

Built an automated trading system using Python, OpenAlgo, and Zerodha APIs to execute strategies and manage orders programmatically.

Fixed a critical bug in the OpenAlgo codebase and received appreciation from the lead developer and maintainer.

Developed automation scripts to streamline traders' day-to-day workflows and end-of-day data processing, reducing manual effort and improving data reliability.

Projects

Remote Code Execution System | *Coding Practice Platform* | Link

An open-source remote code execution system (like LeetCode) with **200+ users** and **20+ stars** on GitHub.

Implemented Docker-based sandboxing to secure code execution by enforcing strict CPU, memory, and time-limit constraints.. Built using React.js, Express.js, Redis, and dockerized deployments on a Microsoft Azure Virtual Machine, with CI/CD workflows using GitHub Actions.

Supports 4 programming languages - Python, C, C++, and Java.

Adeon | *Open Source Developer Microtools Platform* | Link

An AI-powered platform designed to streamline the software development lifecycle.

Features include AI-powered Code Documentation Generation, Pull Request Analysis, Vulnerability Scanning, Development Environment Provisioning, and Automated Deployments.

Selected in Top 35 projects in the open category out of 1500 at the 100X Engineers Buildathon in Bengaluru.

FluxGate | *Open Source Self-Hostable Deployment Platform* | Link

Allows developers to deploy code directly from GitHub repositories; every service runs in an isolated Docker container and is updated using GitHub webhooks. Also includes an AI Agent for deployments using natural language commands.

Built using Docker, Express.js, Next.js, Postgres, and Redis.

Multiplayer Chess | *Open Source Realtime Multiplayer Chess Game* | Link

Engineered a real-time, multiplayer chess application using a **Flutter/Dart** frontend and a **Node.js** backend. Implemented game caching and pub/sub supported database writes using Redis to improve message relay times.

Integrated **StockFish Engine** for post game performance analysis.

Developed using Node.js, Socket.io, Flutter, Redis, Postgres, and deployed to Azure Virtual Machine using Docker and GitHub Actions CI/CD pipepline.

MPSTME OnTrack | *Campus Navigation Mobile App* | Link

Developed by the Application Development Team of the Google Developer Student's Club, MPSTME.

Helps students navigate campus, find lecture classrooms on the map, and receive schedule notifications.

Available on the Android Play Store and Apple App Store with **1500+ downloads**.

Technical Skills

Languages: C, C++, Python, Dart, Java, Javascript/Typescript, Bash, Kotlin
Frameworks/Libraries: Flutter, Django, Flask, FastAPI, Node.js, Express.js, Elysia, React.js, React Native, Next.js, OpenCV
Tools & Platforms: Docker, Redis, Apache Kafka, ClickHouse, Microsoft Azure, Amazon Web Services