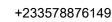
Caleb Edem Komla Mantey



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https://caleb-mantey.github.io/

Summary

I am experienced with all stages of the software development cycle with a lot of diversity ranging from Web, Mobile, XR(AR/VR) and Game development. I have very good skills in frontend development and mobile development but my main strength is in backend development (ruby, javascript, nestjs, express).

Languages & Tools:

javascript | ruby | c# | html | css | typescript | ruby on rails | unity3d | docker | ci/cd with github actions | testing | agile | scrum | react | nestjs | express | mysql | rest api | flutter | nextjs | react native | typeorm | prisma |

Experience



Software Engineer

Think-it Apr 2023 - Present (3 months) Languages & Tools aws, mysql, postgresql, react, docker, nextjs, nodejs, github CI /CD, javascript, html / css, python, langchain, AI, Large language models, redis

Tasks

- Maintaining large scale software applications.
- Integrating third party systems and other services into software applications
- Writing unit and integration tests for large scale software projects.

🖉 Co-Founder

Relu Interactives

Sep 2022 - Present (10 months)

- Lead VR Engineer and Founder
- VR Games
- VR Simulations
- Engineering projects with the use of XR technology

🕰 Software Engineer

eGotickets

Sep 2020 - Apr 2023 (2 years 8 months)

Languages & Tools

ruby on rails, mysql, digital ocean, CI /CD, javascript, html / css, framework7, hybrid mobile, testing with capybara, cordova

Tasks

- Maintaining the eGotickets platform.
- Adding new features and fixing bugs.

- Writing test for broken parts

Software Engineer

Encodev Labs

Aug 2020 - Apr 2023 (2 years 9 months) Languages & Tools ruby on rails, mysql, postgresql, react, docker, digital ocean, github CI /CD, javascript, html / css, framework7, hybrid mobile

Tasks

- Maintaining large scale software applications.
- Setting up deploy tools and CI / CD pipeline for software projects.
- Integrating payment systems and other services into software applications
- Writing unit and integration tests for large scale software projects.
- Planning and architecting software from design, implementation and deployment.

📮 Founder

Dunga Studios Sep 2016 - Apr 2023 (6 years 8 months) Languages & Tools unity3d, blender3d, reallusion iclone & character creator, c#, oculus VR

Tasks

- Founded an indie game dev studios
- Worked on various mobile games for clients
- Worked on VR games and simulations for clients
- Running short courses to teach game development to students and enthusiast

555 Software Engineer / Virtual Reality Software Engineer

SokoAerial Robotics

Sep 2019 - Aug 2020 (1 year) Languages & Tools react, expressjs, unity3d, c#, oculus integration plugin, blender3d, mysql, unit testing

Tasks

- Lead a team of interns
- Taught coding and programming to a group of interns.
- Interviewed and helped onboarding a group of interns.
- Work on virtual and augmented reality projects to help in military training.
- Built and maintained various software projects.

Software Engineer

Stanbic Bank Ghana Jun 2019 - Oct 2019 (5 months) Languages & Tools java, spring boot framework, angular, apache tomcat, unit testing, api integration, scrum, agile Tasks

- Worked mainly as a frontend engineer focused on converting UI designs into frontend code using angular.

- Integrated API's into the frontend code

- Made sure application was properly tested by writing unit test for various features.

Education

University of Mines and Technology, Tarkwa Bachelor's degree, Geomatic Engineering 2015 - 2019

Bishop Herman College

General Science 2011 - 2014

Licenses & Certifications

Introduction to Game Development - Coursera 6VK5U9E7FCEQ

Fundamentals of GIS - Coursera J3UERWYVR74S

Skills

NestJS • Payment Systems • Continuous Integration and Continuous Delivery (CI/CD) • Framework7 • PostgreSQL • MySQL • Express.js • Node.js • Arduino • Team Leadership

Honors & Awards

WINNERS - GHANA ROBOTICS ACADEMY FOUNDATION Sep 2012 **RISE 2012 ROBOTICS COMPETITION**

1st Runner Ups - GHANA ROBOTICS ACADEMY FOUNDATION Sep 2013 **GRAF ROBOTICS CHALLENGE 2013**

University Of Mines & Technology NUGS AWARD - MOST INNOVATIVE STUDENT - NUGS UMaT

Mar 2018 Most Innovative student award UMaT Innovation and Career Fair - First Runner Ups - University Of Mines and Technology Apr 2018

UMEX AWARDS - MOST INNOVATIVE STUDENT - University of Mines and Technology Excellence Awards 2018 (UMEX 2018) Apr 2018

First Runner Ups - HACKLABGH HACKATHON Apr 2018

BEST SOLUTION EDUCATION CATEGORY - HACKLABGH HACKATHON Apr 2019