

# 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



## **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