

# Manasa Timalapura

Lead Software Engineer | Mobile & AI Product Engineering

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## PROFESSIONAL SUMMARY

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Innovative and deadline-driven mobile app engineer with 12+ years of experience spearheading the development of 10+ Android apps across diverse sectors including Edtech, Healthcare, E-commerce, and IoT, and 30+ apps in Gaming. Dedicated to delivering cutting-edge solutions, bringing expertise in product engineering, project management practices, cross-team collaboration, team leadership, and mentoring in agile development environments. Currently building Nookly, an AI-powered relationship social app, as Founder and Product Lead, owning end-to-end product delivery from ideation to launch.

## SKILLS

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**Mobile Development:** Android (Kotlin, Java), Flutter, React Native

**Backend & APIs:** Node.js, MongoDB, Express, REST APIs

**AI & GenAI:** LLM API integration with OpenAI and Together AI (hands-on); familiar with RAG pipelines, prompt engineering patterns, and MCP concepts

**DevOps & CI/CD:** Git, GitHub Actions, Firebase, GCP, Trunk-based development

**Testing:** TDD, JUnit, Espresso, Mockito, Jest

**Product & PM:** Agile/Scrum, Sprint planning, Roadmapping, Cross-functional leadership

**Tools:** Cursor AI, ChatGPT, Claude, Jira, Zoho, Firebase Crashlytics

## LIVE PRODUCT LINKS

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**Nookly (Founder project):** [Play Store](#) · [Web: Web App](#) · [Landing: Landing Page](#)

**Colearn:** [Play Store](#)

**Synup:** [Play Store](#)

**Lakme Make Up Pro:** [Play Store](#)

**3nethra Specto:** [Play Store](#)

## EMPLOYMENT HISTORY

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**Founder & Product Lead** | Nookly (Independent Project)

2025 – Present

*Conceived, built, and launched Nookly, a relationship-focused social app, owning the product end-to-end from ideation and user research to MVP build and release. The app features AI-driven conversation starters, in-chat games, and a discover feature to help users find like-minded people and build meaningful connections.*

- Defined product vision, core use cases, feature roadmap, and success metrics.
- Designed MVP flows, prioritised features, and worked hands-on across Flutter frontend and Node.js + MongoDB backend.
- Integrated OpenAI and Together AI APIs for conversational features, including system prompt design, response parsing and validation, and managing latency vs cost trade-offs.
- Set up GitHub Actions workflow for backend deployments, manually triggered to staging and production environments. Managed Play Store releases with staged rollouts (20% to 100%) via Play Console, with Firebase Crashlytics as the crash-rate gating threshold.
- Collected real user feedback post-launch and iterated on features to improve engagement and usability.
- Balanced product decisions across user needs, safety, scalability, and technical constraints.

**Product Engineer (Android Lead)** | Colearn, IQ Edu Sole LLC, Bengaluru / Abu Dhabi

Apr 2021 – May 2023

- Pioneered the development of CoLearn, an edtech product for Indonesian students with paid live classes and a free automated doubt solver feature, serving ~5 million daily active users.
- Improved crash-free rate from 92% to 99.6% through rigorous testing, proactive health monitoring, and code refactoring.
- Applied Pair programming and TDD (JUnit, Espresso) to achieve high-quality delivery without a dedicated QA team.
- Achieved patch releases within an hour during Zoom SDK outages, demonstrating fast incident response and release management.
- Reduced app size by 15 MB through resource optimisation and Proguard.
- Engineered solutions in Kotlin, Clean Architecture, React Native Web, and Jest.

#### **Senior Android Developer** | Synup Digital Pvt Ltd, Bengaluru

*Nov 2019 – Mar 2021*

- Orchestrated creation of Synup, an intent marketing solution for enterprise businesses and marketing agencies to manage brand visibility.
- Owned end-to-end delivery across design scoping, development, testing, and Play Store release, independently with no QA support.
- Championed Kotlin, MVVM, Clean Architecture, TDD with JUnit and Mockito.
- Increased test coverage of modules to 90%.
- Implemented efficient release mechanism with CI/CD and trunk-based development.

#### **Senior Android Developer** | Neuu Labs Pvt Ltd, Bengaluru

*Dec 2018 – Apr 2019*

- Consulted on kiosk apps for spindle-based and tray-based vending machines (Neuu Pantry and Tiny Mart).
- Debugged and fixed production bugs from legacy code, bringing crash rate to near zero.
- Integrated payment gateway methods and added performance tracking.
- Leveraged Kotlin, Java, and JUnit to enhance app functionality.

#### **Senior Android Developer** | Widas Concepts Pvt Ltd, Bengaluru

*Nov 2017 – Nov 2018*

- Spearheaded development of 3nethra Specto, an IoT solution for eye refraction testing using BLE communication between a hardware device and Android app.
- Built MyBusTracker, a school bus tracking app for parents using Socket.io and Google Maps.
- Increased test coverage of modules to 80%. Utilised Java, Kotlin, MVP, JUnit, and Socket.io.
- Worked with Bluetooth API for classic and BLE and built an independent reusable library module for Bluetooth communication.

#### **Senior Application Developer** | Divum Corporate Services Pvt Ltd, Bengaluru

*Jan 2016 – Sep 2016*

- Led a team of 3 developers across multiple projects including Pravachan (Audio/Video spiritual content streaming app) and Lakme Make Up Pro (real-time makeup AR app).
- Worked on audio/video streaming with offline encrypted media download feature.
- Integrated Google Analytics for detailed user behaviour analysis.
- Conducted periodic code review sessions to ensure quality, readability, and extensibility. Managed tasks and bug tracking via GitHub and Zoho.
- Mentored interns and junior developers, resolved technical blockers.

#### **Android Developer** | Demansol Technologies & Tech Active Pvt Ltd, Bengaluru

*Mar 2011 – Jul 2015*

- Engineered Tube Refund (London TFL refund claiming app), Change Address (bank address update app), BookMyTime (automobile service booking), and Contraction & Kick Counter (wearable app for pregnant women).
- Delivered 30+ 2D physics games using AndEngine at a rate of ~20 games per month to meet client requirements.
- Worked across wearable, REST API, and game development as an individual contributor.
- Managed source code repository using GitHub.

## **EDUCATION**

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