

George Emmanuel Thomas

Ernakulam, Kerala, India | +91 9946499918 | georgeemmanuelthomas@gmail.com
georgeemmanuelthomas.dev | github.com/GeorgeET15 | linkedin.com/in/george-emmanuel-thomas

SUMMARY

Full-stack software engineer with sole ownership of a property management platform for the UAE market, spanning backend, web and mobile. Builds government and third-party system integrations (UAE PASS, Ejari) in TypeScript, NestJS and React Native on AWS. National and state-level hackathon winner.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C, C++

Backend: NestJS, Node.js, Express, Flask, REST APIs, API Design

Frontend and Mobile: Next.js, React, React Native

Cloud and Infrastructure: AWS (EC2, RDS), Firebase App Distribution, CI/CD, Linux

Databases: PostgreSQL, SQL, MongoDB

Tools and Practices: Git, System Integration, Systems Programming, ROS2

WORK EXPERIENCE

Associate Software Engineer

April 2026 – Present

Mygate

Kochi, India

- Sole engineer on a property management platform for the UAE market, owning architecture, implementation and deployment end to end across backend, web and mobile.
- Integrated UAE government platforms including UAE PASS (national digital identity) and Ejari (tenancy contract registration), building secure data exchange between the platform and externally controlled regulated systems.
- Designed the PostgreSQL schema and built the backend in NestJS and TypeScript, exposing REST APIs consumed by both the web and mobile clients from a single shared contract.
- Built the web application in Next.js and the cross-platform mobile application in React Native, with test builds delivered to internal testers via Firebase App Distribution.
- Deployed and operate the platform on AWS, running the NestJS service on EC2 against managed PostgreSQL on RDS.

Mobile Developer Intern

December 2025 – January 2026

Zendt Payments

Kochi, India

- Built production mobile UI from Figma designs in React Native, delivering core features within a two-week sprint.

Software Engineering Intern

May 2025 – June 2025

Riskcovry

Bangalore, India

- Built an AI-based test data generation system, reducing manual test-data effort by 50%.
- Developed a REST API log validation tool in Python that cut debugging time and improved error detection across service integrations.

Frontend Developer Intern

May 2024 – August 2024

uLearn

Kerala, India

- Improved application performance by 20% and resolved 15+ issues per week for a user base of 2,000+.

PROJECTS

ARCADE, Open Source 2D Game Engine

C, SDL2

- Designed and built a modular game engine in C with custom CLI developer tooling, engineering low-level abstractions over graphics and input handling.

Machan Script, Programming Language

JavaScript

- Built a programming language with a lexer, parser and AST-based interpreter, using Malayalam-language syntax to lower the barrier to entry for first-time programmers.

TITAN, Autonomous Robot

Final Year Project; C++, Python, ROS2

- Developed an autonomous robotic system using ROS2, integrating software components for robot control, sensing, and autonomous operation.

ACHIEVEMENTS

- 1st Place, HackFit 3.0 (National Level); 1st Place, Aithon 3.0 and Aithon 2.0 (State Level)
- 2nd Place, Global Game Jam 2025; Special Mention, GitKon 2025

EDUCATION

Rajagiri School of Engineering and Technology

2022 – 2026

B.Tech in Computer Science and Engineering, Minor in Robotics and Automation

Kochi, Kerala

Degree pending.