



Chand Mandru

Software Developer

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EDUCATION

RheinMain University of Applied Sciences

B.Sc. Media Information Technology

Wiesbaden Germany

Graduated: May 2025

EXPERIENCE

C24 Bank

Working Student Android Developer

Mainz Germany

Dec 2022 – Dec 2023

- Built internal Debug Log Screen tool for PMs to view/log on-device errors
- Developed Android features (Kotlin, MVVM, Jetpack)
- Wrote unit tests, performed manual QA
- Fixed bugs, improved performance and stability
- Participated in SCRUM (planning, code reviews)
- Collaborated with design/backend teams, integrated APIs

Nintendo of Europe

Lotcheck Coordination Assistant

Frankfurt, Germany

Sep 2021 – Mar 2022

- Managed Switch hardware/software setups for Lotcheck testing
- Coordinated QA schedules and resources
- Communicated across teams to support testing workflows
- Assisted with QA documentation and reporting

Nintendo of Europe

Lotcheck Game Tester

Frankfurt, Germany

Jun 2021 – Sep 2021

- Managed Switch hardware/software setups for Lotcheck testing
- Coordinated QA schedules and resources
- Communicated across teams to support testing workflows
- Assisted with QA documentation and reporting

PROJECTS

Self-Sovereign Identity Platform (Bachelor Thesis)

MAY 2025

- Built web app (React, Tailwind, Veramo.js) for decentralized identity management
- Implemented SSI-based auth (DIDs, Verifiable Credentials)
- Integrated Ethereum smart contracts; used Ganache for local blockchain testing
- Applied in E-systems case study for compliance-focused SSI use

SKILLS

Languages:

Java, Kotlin, JavaScript, TypeScript, HTML, CSS, SQL

Frameworks / Tools:

React, Next.js, Node.js, JUnit, Spring, Tailwindcss, Docker

Developer Tools:

Git, Gradle, Maven, VS Code, Android Studio / IntelliJ IDEA's, Claude Code, Codex, MCP

Other:

JIRA, SCRUM, Bitbucket, Confluence