

Manish Raj Moriche

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PROFILE

4th-semester Software Engineering student at SDU with hands-on experience in full-stack development, educational technology, and software security. Passionate about building creative, user-focused digital experiences and scalable systems that make technology accessible and engaging. Effective across international and multicultural teams.

TECHNICAL SKILLS

Programming: C#, Python, JavaScript, PHP, C++, SQL, HTML/CSS, MATLAB

Frameworks: Laravel, React.js, Node.js, Alpine.js, Tailwind CSS, FastAPI

Tools & Platforms: Git, Docker, Github Actions, CI/CD, MySQL, MongoDB, Roslyn API, Agile

Spoken: Spanish (native), English (C2)

EDUCATION AND TRAINING

University of Southern Denmark, SDU

Sønderborg, Denmark

BSC in Software Engineering

Expected Graduation, June 2027

- **GPA:** 10.1 (7-point Danish grading scale, 90 ECTS completed)
- **Coursework:** Software Engineering, Advanced Object-Oriented Programming C#, Computer Systems, Data Management, Web Technologies, Operating Systems and Distributed Systems, Embedded Elements

Supplementary Coursework (SWEDEN – 30 ECTS): Computers and Programming in C++ (*Kristianstad University*), Introduction to Artificial Intelligence (*Kristianstad University*), AI & Machine Learning (*Linköping University*), Programming in C# (*Malmö University*)

EXPERIENCE

Beyond Patching: Empowering organizations to stay ahead of software security threats

Sønderborg, Denmark

Research Assistant – University of Southern Denmark

January 2026 – Current

- Investigating proactive security measures to anticipate and mitigate software vulnerabilities before they are exploited
- Built an automated C# program repair pipeline using Roslyn compiler APIs to instrument, trace, analyze, and patch runtime defects across arbitrary open-source .NET projects

Software Study Mentor

Sønderborg, Denmark

Academic Support – University of Southern Denmark

September 2025 – Current

- Co-lead weekly Study Café sessions to help first-year students across all their courses and their semester projects

Student Instructor for Computer Systems

Sønderborg, Denmark

Teaching Assistant – University of Southern Denmark

September 2025 – December 2025

- Guided first-year students through core computer systems concepts and practical exercises. Assisting Prof. Krzysztof Sierszecki

Micro:bit for Computational Thinking

Madrid, Spain

Research Student – Educational Website & Secondary Education Tool

October 2022 – June 2024

- Developed STEAM methodologies to enhance computational thinking in secondary education using Micro:bit.
- [Published](#) findings in JENUI 2024 and received recognition from Carlos III University of Madrid
- Contributed to multiple UN Sustainable Development Goals, including Quality Education and Industry & Innovation

PROJECTS · mbmanish.com

PieceClick

Sønderborg, Denmark

Full-Stack Developer (Founder)

June 2025 – Current

- Built a full-stack LEGO community platform with Laravel, Alpine.js, and Tailwind CSS featuring build showcasing, real-time notifications, and Rebrickable API integration
- Launched beta version, Piececlick.io, with user content uploads, and CI/CD deployment via Docker and GitHub Actions

OPD-Vertex, A Privacy-Preserving AI Clinical Assistant

Sønderborg, Denmark

Team Member

January 2026 – Current

- Created an OPD management platform using FastAPI, MySQL, MongoDB, and Jinja2 with a layered architecture for patient registration, consultations, and prescription workflows
- Integrated local LLM and speech-to-text adapters for systematized clinical note generation, a suggestive safety-review module, audit logging, and PDF report generation