Tanay Shah

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Tech enthusiast with a strong foundation in C, C++, Java, and Python, along with working knowledge of HTML, CSS, and JavaScript. Has basic understanding of Angular, Node.js, Express, APIs, and MySQL. Passionate about AI and focused on building practical, efficient solutions that create real-world impact.

Skills

- ❖ **Programming Languages:** C,C++, Python, Java, MySQL
- ❖ **Software Engineering:** HTML, CSS, JavaScript, React, Node.js, AngularJS (basic), MongoDB, Tailwind CSS (basic), Bootstrap (basic),APIs(basic)
- ❖ **Tools:** Git, GitHub, Canva, Figma(wireframing, prototyping, UI designing)

Education

- ❖ **Mukesh Patel School of Technology and Management, Mumbai, India**
  Bachelor's Degree (Expected June 2027)
- ❖ **Jamnabai Narsee School**, Mumbai, India   **92%** | **May 2020**
  Completed Secondary School.

Experience

- ❖ **Katalyst Reputation Management |** *Social Media Manager*   **(May- July 2023)**
  - ● Worked here as Social Media Manager and managed the social media handles(Instagram, Facebook and X) of prestigious Taj Brands(Taj Lake Palace, Taj Fateh Prakash Palace, Umaid Bhawan Palace, and Taj Aravali).
  - ● Completed a 3-month remote internship, gaining hands-on experience in digital brand management.

Academic Projects and Papers

- ❖ **ATM Simulator | Java**
  • Collaborated in a team of 3 to develop a virtual ATM simulator using Java with a simple Swing-based GUI.
  • Implemented core functionalities including user authentication, balance inquiry, deposit, and withdrawal.
- ❖ **Chat App | MERN Stack**
  • Developed a real-time chat application with a separately functioning frontend (React) and backend (Node.js, Express, MongoDB).
  • Implemented user authentication and WebSocket-based live messaging features.
  • Currently integrating frontend and backend for seamless real-time communication.
- ❖ **Advanced Techniques in Hand Gesture Recognition for AR and HCI | Research Paper**
  • Explored vision-based hand gesture recognition for augmented reality interfaces to enhance immersive HCI experiences.
  • Utilized RGB and depth sensors for real-time gesture tracking with emphasis on accuracy and robustness.
  • Addressed challenges such as gesture ambiguity, viewpoint limitations, and system calibration.
  • Authored and published the paper in the *International Conference on Data, Engineering and Applications* in June 2024.