

# TEJAS BHOVAD

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## PROFESSIONAL SUMMARY

Full-stack web developer with a proven track record of building high-performance, user-centric web applications. Expertise in Next.js and modern web technologies, demonstrated through projects achieving significant traction, including 750k+ downloads for Minecraft mods and 4,000+ monthly active users for MCRender. Passionate about creating scalable and engaging digital experiences.

## EDUCATION

### Ramrao Adik Institute of Technology

Bachelor of Technology in Artificial Intelligence and Data Science; CGPA: 9.67/10

Navi Mumbai, IN

June 2022 – June 2026

## EXPERIENCE

### Full Stack Developer Intern

Jul 2024 – Aug 2024

Podium

Remote, IN

- Developed an online judging platform for virtual debates using the MERN stack, streamlining user experience and increasing user engagement by simplifying the judging process.
- Optimized image loading through compression techniques and lazy loading scripts, which decreased page load time by 2 seconds, boosting user sign-ups by 15% during peak traffic periods.

### Minecraft Modding

May 2021 – May 2022

Freelance

Remote

- Created and published Minecraft mods that garnered over 750,000 downloads and 2 million impressions, showcasing proficiency in game modification.
- Managed content for top Content creators, leveraging trend analysis and community engagement strategies to improve viewer engagement and channel growth.

## PROJECTS

### RemoteUpload | Next.js, Redis, React, Git, AWS S3

Dec 2023 – Present

- Simplified PC file sharing by developing RemoteUpload, eliminating the need for potentially insecure logins by utilizing Redis, S3 buckets, and SMTP servers for secure and efficient file transfer.
- Designed and implemented a user-friendly web interface using Next.js and Shadcn/UI
- Engineered a robust backend infrastructure for efficient file transfer and storage, ensuring quick and reliable delivery.

### MC Render | Next.js, React, TailwindCSS, PostgreSQL

June 2024 – Present

- Built McRender, a performant web application for Minecraft player model rendering, utilizing a tech stack of Three.js (3D graphics), Next.js (React framework), and Tailwind CSS (utility-first CSS framework).
- Achieved over 15,000 unique visitors and facilitated over 30,000 renders, resulting in over 4,000 Monthly Active Users (MAU) and demonstrating the platform's popularity within the Minecraft community.

### Ollama UI | Python, PyQt, CSS, Ollama

Feb 2024 – Present

- Developed OllamaUI, an open-source Python desktop application using PyQt and CSS for interacting with local AI models.
- Transformed complex API calls into a user-friendly interface, resulting in significant community recognition with multiple stars and forks on GitHub.

## TECHNICAL SKILLS

**Languages:** Java, Python, SQL (Postgres), JavaScript, HTML/CSS, MongoDB

**Frameworks:** React, Node.js, Flask, FastAPI, Next.js, ShadCN, SvelteKit, Docusaurus

**Developer Tools:** Git, Docker, Figma, Google Cloud Platform, PostHog Analytics, Vercel, Netlify