

CONTACT

- +91 63502381876
- Kota, Rajasthan

# **SKILLS**

- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication

#### TECH SKILLS

- Java
- Python
- Web Development
- IoT Development
- Hardware-Software Integration

# LANGUAGES

- English (Fluent)
- French (Fluent)
- German (Basic)
- Spanish (Intermediate)

# **TANMAY GALAV**

**STUDENT** 



# **PROFILE**

A passionate Electronics and Communication Engineering student with expertise in software development and hands-on experience in integrating hardware and software. Skilled in Python and Java, with a focus on innovative projects like digital lock systems and sentiment analysis applications. Exploring full-stack web development to stay aligned with emerging technologies and driven to solve real-world challenges through technical innovation.



## **PROJECTS**

#### **Traffic Management System**

Innovative Solution for Smart Cities

- Designed a smart traffic management system to analyze lane traffic and dynamically adjust traffic light timers for optimized flow.
- Implemented algorithms to enhance traffic efficiency and reduce congestion in real-time.
- Focused on scalability and user-friendly deployment for urban environments.

### **Digital Lock System**

Advanced Hardware Integration Project

- Addressed floating input errors through hardware optimizations and successfully integrated components for secure functionality.
- Developed the lock system for accurate authentication and real-world applications.

#### **Twitter Sentiment Analysis**

Data Analysis and Visualization Project

- Collaborated on a sentiment analysis project to process and analyze Twitter data using Python.
- Focused on explaining the code implementation and ensuring clarity in project deliverables.



# **EDUCATION**

#### **Bachelor of Electronics and Communication**

2024 - 2028

School of Electronics | Vellore Institute of Technology

**GPA:TBD** 

#### **Emmanuel Sr. Sec. School**

2023 - 2024

Higher Secondary Education **GPA:** 3.8 / 4.0