# Tejas Tank

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### **EDUCATION**

#### THAKUR COLLEGE

Of Science and Commerce BSC IN COMPUTER SCIENCE June 2018 - Present | Mumbai Graduation By: 2021 CGPA: 8.05

#### T.P. BHATIA COLLEGE

HSC

May 2017 | Mumbai

# ST. ROCK'S SCHOOL

May 2015 | Mumbai

### LINKS

Facebook:// majordwarf Github:// majordwarf LinkedIn:// majordwarf

# COURSEWORK

#### UNDERGRADUATE

Linux Server Administration Information & Network Security Operating Systems Web Services Unix Tools and Scripting Programming Languages

# **SKILLS**

#### **PROGRAMMING**

Over 5000 lines:

Shell • Python • Javascript • CSS

Ruby • LATEX

Over 1000 lines:

Go • C++ • PHP • Arduino

Familiar:

MySQL • MongoDB • DevOps

Cloud:

Docker • AWS • GCP

#### **EXPERIENCE**

#### **ZULIP** | GOOGLE SUMMER OF CODE STUDENT

May 2020 - Aug 2020

Worked on improving the usability, ease of access and overhaul the user-experience [UX] for the end-user on-boarding Zulip, an open source group chat multi-platform application

- Added new features such as allowing selective organizations to be listed publicly, quick chat command to switch theme, option to skip introduction tour for existing users etc.
- Developed an in-house color picker plugin using **HTML5** and **JavaScript** to remove the dependency of Spectrum, a third-party **iQuery** plugin for better maintenance
- Revamped multiple app views to improve ease of access and user experience
- Refactored over 1000+ lines of code in legacy CSS and JavaScript files to meet the new standards of linting and for better readability of the code for the contributors

#### TERASOLOGY | GOOGLE SUMMER OF CODE STUDENT

May 2019 - Aug 2019

Developed a solution to automate the process to aggregating the game modules hosted by the organization and generating and updating module information page for the players

- Created Jenkins pipeline using **Groovy** and **Shell** to fetch the game modules, extract their meta-data and format it to be used for the website and the game's internal API
- Modified Gatsby, a framework based on **NodeJS** and **ReactJS** to ingest the meta-data generated using **GraphQL** to render a static website to be hosted on GitHub Pages

### **PROJECTS**

#### **GO SERVICES**

Go, Mux, Docker, PostgreSQL

- Developed a URL Shortner micro-service based on hexagonal architecture.
- Implemented CRUD API using Mux router and PostgreSQL with JWT authentication.

# MACHINE ASSISTED REMOTE PROCTORING | FINAL YEAR PROJECT Python, Kivy, OpenCV, MySQL

- Developed **ProctorX**, an app which enables students to give examination remotely and proctors them in real-time using computer vision and allows admin to monitor them
- Implemented HoG based object detection to monitor student's face using OpenCV

#### CHRONOSIDE | DISCORD HACK WEEK

NodeJS, Discord.js, MySQL

• Worked in a team of three to create **Chronoside**, a text-based multiplayer fantasy role playing game (RPG) developed as a Discord Bot using **NodeJS** and **Discord.js** 

# POSITION OF RESPONSIBILITY

#### **DEV CLUB** | FOUNDER & CO-LEAD

Oct 2019 - Present | TCSC

- Formed the club to bring together like minded students & help them collaborate
- Executed events including workshops and competitions for **50+** students
- Obtained sponsorship worth **300**\$+ since its inception from multiple sources

# MICROSOFT STUDENT LEARN AMBASSADOR | BETA AMBASSADOR Apr 2020 - Present | TCSC & Remote

- Educated 100+ students about Azure platform and other Microsoft technologies
- Organized and co-hosted workshops to teach new developers to get into open-source
- Collaborated with other ambassadors to conduct online group meet and competitions

#### **TERASOLOGY** | Community Mentor & Contributor

Aug 2019 - Present | Remote

- Actively reviewing pull request and guiding new contributors in the community
- Mentored students during Google Summer of Code, Google Code-In and Outreachy.
- Worked out plan to develop a family of micro-services to enable ChatOps on Discord