Tawsif Mayaz

 linkedin.com/in/tawsif-mayaz   ✉ tawsifmayaz@gmail.com   ⌂ github.com/tawsifrm   ▯ 437-224-5060

SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Python, Java, C/C++, SQL

Frameworks: React Native, Node.js, ReactJS, ExpressJS, VueJS, AngularJS, Vite, OpenCV

Tools: Git and Github, Visual Studio, PostgreSQL, MySQL, Figma, Android Studio, Jira, MS Office Suite, Azure

EXPERIENCE

Mhapy | *Full-stack Development Intern*   Jan 2024 - August 2024
- Developed core functionalities for a patient-therapist matching website using **ReactJS** and **TailwindCSS**, resulting in a **30% increase in user engagement**.
- Connected Mhapy's API using **NestJS** and **ExpressJS** on the backend and leveraged forms to provide personalized therapist recommendations, enhancing user satisfaction and **improving matching accuracy by 25%**.
- Used **PostgreSQL** to manage and query relational databases for storing user and therapist data, ensuring efficient data retrieval and manipulation for over **1000 user records**.
- Used **Figma** to plan and prototype user interface designs, providing clear implementation guidance to ensure a consistent and intuitive user interface, improving accessibility and user experience
- Collaborated with a team of **5 developers** and **2 designers** in an **Agile environment** to integrate **10+ new features**, ensuring seamless functionality and improving overall site performance.

Electrium Mobility | *Web Development Team*   Jan 2024 - Present
- Enhanced the website using **ReactJS** and **TypeScript**, focusing on responsiveness, and accessibility.
- Simplified the application process for potential team members by developing a backend system using **Node.js** and **Express** that connects to a document for organizing applicants, ensuring a smooth experience and data security.

UWOrbital | *Firmware Team*   Jul 2023 - May 2024
- Developed real-time software and drivers for TI RM46 microcontroller in **C** and **FreeRTOS**.

PROJECTS

Portfolio Website | *React, Vite, ThreeJS, Framer Motion*   Dec 2024
- A portfolio website made with **Framer Motion** for animations and **Three.js** for an interactive 3D scene.

Handwriting Recognition API | *C++, OpenCV, Boost, RESTful API*   Oct 2024
- Developed a **RESTful API** using **C++**, **OpenCV**, and **Boost** for handwritten text recognition.
- Implemented token-based authentication and **token bucket algorithm** for rate limiting.
- Built endpoints for image upload and text recognition, supporting **JSON** and plain text formats.

PTCG Dex | *React Native, Pokemon TCG API*   Sep 2024
- Developed a **React Native** mobile app utilizing the **Pokemon TCG API** to display Pokemon trading cards.
- Ensured seamless cross-platform functionality using **React Native CLI** with Android and iOS simulators.

Dynamic World Generation - WEC | *Python, Turtle, BFS*   Jul 2024
- Secured **1st place** out of 124 participants at the **Waterloo Engineering Competition** by developing a **Python**-based world generation algorithm that utilized **Breadth-First Search (BFS)** and **Dijkstra's algorithm** for efficient pathfinding.
- Implemented **Turtle graphics** to provide an interactive and intuitive representation of the pathfinding process.

Medium Clone | *ReactJS, TailwindCSS*   Apr 2024
- A clone of the Medium homepage made using **ReactJS**, **TailwindCSS**, **Radix UI**, **Lenis** and **Framer Motion**.

Bricks Be Gone | *Java, XML, Android Studio*   Jan 2024
- Created a classic brick breaker game developed for Android using **Java** and **Android Studio**.

EDUCATION

University of Waterloo   Sep 2023 - Present
Bachelor of Applied Science, Computer Engineering