Tawsif Mayaz

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Skills

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

Frameworks: ReactJS, ExpressJS, VueJS, AngularJS, Tensorflow, Keras, OpenCV, NumPy, Pandas, Matplotlib

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

Experience

Mhapy | *Web Development Intern* Jan 2024 - Present

- Developed core functionalities for a patient-therapist matching website using **React** and **TailwindCSS**.
- Integrated Mhapy's API with **NestJS** and **ExpressJS** on the backend to facilitate matching of users to therapists, leveraging user form inputs for personalized recommendations.
- Utilized React **media queries** to design responsive and visually captivating pages, ensuring optimal display across various devices and screen sizes.
- Planned and prototyped user interface designs using **Figma** for implementation guidance.

UWOrbital | *Firmware Team* Jul 2023 - Present

- Developed real-time software and drivers for TI RM46 microcontroller in **C** and **FreeRTOS**.
- Implemented responsive OS interrupt handling for temperature sensors like the LM75BD.
- Designed **I2C-based** sensor functions and UART data transmission for reliable system operation.

Projects

Medium Clone | *ReactJS, TailwindCSS* Apr 2024

- A clone of the Medium homepage made using ReactJS and TailwindCSS.
- Implemented interactive components including Radix UI's Accordion for collapsible sections with smooth transitions, Lenis for smooth scrolling, and Framer Motion for dynamic typing animations.

MCU Timeline | *JavaScript, HTML, CSS* Apr 2024

- A responsive website to view upcoming Marvel Cinematic Universe films and series.
- Implemented functions to detect the user's browser, operating system, and device type, and dynamically adjust the user experience based on these factors.

Javascript Pacman | *JavaScript, HTML, CSS* Feb 2024

- Developed a classic arcade-style Pac-Man game using pure JavaScript.
- Implemented character movement, collision detection, scoring, and game state management.

Dog Breed Identifier | *Python, TensorFlow, Keras, OpenCV, Scikit-learn, NumPy, Pandas, Matplotlib* Jan 2024

- Created a program to classify dog images into breeds using a pre-trained ResNet50V2 model.
- Trained and fine-tuned the model on a labeled dataset with data augmentation and customized layers.

Bricks Be Gone | *Android, Java, Android Studio* Jan 2024

- Developed a classic brick breaker game for Android using Java and Android Studio.
- Implemented dynamic gameplay, collision detection, scoring system, health indicator, game over handling, and restart and exit functionality.

SuperTyper - Typing Game | *JavaScript, HTML, CSS* Dec 2023

- Developed a fun and challenging typing game where you can enhance your typing skills.
- Created an engaging and responsive user interface with real-time feedback, and dynamic game logic.

Education

University of Waterloo Sep 2023 - Present

Bachelor of Applied Science, Electrical Engineering

Courses: Calculus 1 for Engineering, Classical Mechanics, Communication in the Engineering Profession, Engineering Profession and Practice, Fundamentals of Programming, Linear Algebra for Engineering