Tawsif Mayaz

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Skills

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

Frameworks: Node.js, ReactJS, ExpressJS, VueJS, AngularJS, Vite, ThreeJS, Framer Motion, Tensorflow, OpenCV

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

Work

Mhapy | *Web Development Intern* Jan 2024 - Present

- Developed core functionalities for a patient-therapist matching website using **ReactJS** 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.

Extracurriculars

Electrium Mobility | *Web Development Team* May 2024 - Present

- Managing website design and deployment to showcase team projects effectively.

UWOrbital | *Firmware Team* Jul 2023 - May 2024

- 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.

Portfolio Website | *React, Vite, ThreeJS, Framer Motion* Mar 2024

- A portfolio website showcasing 3D visualizations, interactive animations, and engaging user experiences.
- Used **Framer Motion** for animations and **Three.js** for an interactive 3D scene, enhancing engagement.

Microsoft Stock Price Prediction | *Python, TensorFlow, Keras, Pandas, Matplotlib, Scikit-learn, NumPy* Mar 2024

- Utilized **Long Short-Term Memory** (LSTM) neural networks to predict the closing prices of Microsoft stock.
- Preprocessed historical stock data, built and trained the LSTM model, and evaluated its accuracy in predicting future stock prices.

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

- Developed a classic arcade-style Pac-Man game using **Vanilla 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, and game over handling.

Education

University of Waterloo Sep 2023 - Present

Bachelor of Applied Science, Electrical Engineering