

# Tawsif Mayaz

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## SKILLS

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**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

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**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

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**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

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**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 enhancing engagement and visual appeal.

**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, game over handling, and restart and exit functionality.

## EDUCATION

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**University of Waterloo**

Sep 2023 - Present

*Bachelor of Applied Science, Electrical Engineering*