Tawsif Mayaz

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Skills

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

Frameworks: Node.js, ReactJS, ExpressJS, VueJS, AngularJS, Vite, NestJS, ThreeJS, Framer Motion, Discord.js, 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**, 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%**.
- Utilized React **media queries** to craft responsive and visually captivating pages and ensured optimal display across various devices and screen sizes, **boosting mobile traffic by 40%**.
- 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.

Extracurriculars

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

Dynamic World Generation - WEC | *Python, Turtle, BFS* Jul 2024

- Developed a dynamic world generation algorithm for tile-based maps in **Python**, winning **1st place** at **Waterloo Engineering Competition (WEC) 2024**.
- Implemented features such as random tile-based map generation, pathfinding using Breadth-First Search (BFS), and connectivity checks to ensure all rooms are accessible.

Medium Clone | *ReactJS, TailwindCSS* Apr 2024

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

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

- A portfolio website made with **Framer Motion** for animations and **Three.js** for an interactive 3D scene.

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.

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

- Developed a classic arcade-style Pac-Man game using **Vanilla JavaScript**.

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.

Education

University of Waterloo Sep 2023 - Present

Bachelor of Applied Science, Electrical Engineering