

# Tawsif Mayaz

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## SKILLS

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**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

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**Mhapy** | *Web Development Intern*

Jan 2024 - Present

- Developed core functionalities for a patient-therapist matching website using **React** and **TailwindCSS**.
- Integrated Mhapy's API to match users to therapists based on their form choices.
- Designed a visually appealing and responsive landing page for improved user experience.
- 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

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**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 using DOM manipulation, event handling, timeouts, arrays, and array methods for game logic.

**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.
- Used HTML, CSS, and JavaScript to create an engaging and responsive user interface, real-time feedback, and dynamic game logic.

## EDUCATION

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**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