

Tejas Bhovad

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Education

- **Ramrao Adik Institute of Technology**
Bachelors of Technology in Computer Science (CGPA: 9.71)

Navi Mumbai, IN
June 2022 – June 2026

Experience

- **Vector Consulting Group** Thane, IN
Software Development Engineer (Intern) January 2026 - Present
 - **Workflow Automation:** Maintained a task management system using React.js and Bootstrap, optimizing client workflows for large companies and SMBs, reducing task completion time by 30%.
- **Vigovia** Remote
Software Development Engineer (Intern) August 2025 - December 2025
 - **Digital Transformation:** Led frontend development for a travel booking platform, translating Figma designs into production-ready interfaces that digitized 90% of offline operations and enhanced user engagement by 25%.
 - **Backend Architecture:** Architected RESTful API endpoints in Go following SOLID principles and integrated PostHog analytics, improving user behavior tracking accuracy by 35% and reducing booking errors by 20%.
- **Podium** Remote
Full Stack Engineer (Intern) July 2024 - August 2024
 - **Platform Development:** Developed an online judging platform for virtual debates using the MERN stack, streamlining user experience and increasing user engagement by simplifying the judging process.
 - **Performance Optimization:** Optimized image loading through compression techniques and lazy loading scripts, which decreased page load time by 2 seconds, boosting user sign-ups during peak traffic periods.

Projects

- **RemoteUpload (File Sharing Platform):**
 - **Secure File Transfer:** Designed RemoteUpload, a secure file-sharing platform enabling cross-device access by uploading files to S3 and using Redis to map short codes (and QR codes) to URLs, eliminating direct PC logins.
 - **User-Friendly Interface Design:** Developed a fully responsive user interface for RemoteUpload using Next.js and Shadcn/UI, resulting in a 40% increase in user engagement across both desktop and mobile platforms.
- **MC Render (3D Rendering Platform):**
 - **Web Application Development:** Built MCRender, a high-performance web application for Minecraft player model rendering, utilizing Three.js for 3D graphics, Next.js as the React framework, and Tailwind CSS for responsive design.
 - **Scalability and Performance:** Attracted over 40,000 unique visitors and enabled 50,000+ renders, maintaining 10,000+ monthly active users, demonstrating strong community engagement and scalable platform performance.

Leadership & Activities

- **Technical Competitions & Research**
Hackathon Finalist & Published Researcher
 - **Competitive Programming Excellence:** Secured finalist position in PIWOT Imagine Hackathon (top 2% of 15,000+ participants) and earned 6th place in GDSC Hackaloud among 200+ teams.
 - **Academic Research Contribution:** Published a peer-reviewed paper in Springer's BIDA conference, contributing novel insights and gaining recognition within the academic community.

Technical Skills

Languages: Java, Python, SQL (Postgres), JavaScript, HTML/CSS, MongoDB

Frameworks: React, Node.js, Flask, FastAPI, Next.js, ShadCN, SvelteKit, Docusaurus

Developer Tools: Git, Docker, Figma, Google Cloud Platform, PostHog Analytics, Vercel, Netlify