Tejas Bhovad

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Education

- **Ramrao Adik Institute of Technology**   Navi Mumbai, IN
  Bachelors of Technology in Computer Science; SGPA: 9.68   *June 2022 – June 2026*

Experience

- **Product Hunt Launch**
  Lead Developer   *November 2024 - January 2025*
  - **Project Development**: Created "Cohesion Game", a cross-platform interactive word puzzle game using SvelteKit and Redis for SvelteHack 24, demonstrating proficiency in modern web development technologies.
  - **Marketing & User Acquisition**: Launched a targeted marketing campaign on Reddit, generating over 50,000 impressions and driving 1,000 users.

- **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 by **15%** during peak traffic periods.

- **Minecraft Modding**
  Freelance   *May 2021 - May 2022*
  - **Mod Publications**: Published Minecraft mods that garnered over 2 million impressions, showcasing proficiency in game modification.
  - **Content Strategy**: Managed content for top Content creators, leveraging trend analysis and community engagement strategies to improve viewer engagement and channel growth.

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**: Implemented a responsive UI using Next.js and Shadcn/UI, optimizing the user experience for both desktop and mobile platforms.

- **McRender (3D Rendering Platform)**:
  - **Web Application Development**: Built McRender, a performant web application for Minecraft player model rendering, utilizing a tech stack of Three.js (3D graphics), Next.js (React framework), and Tailwind CSS (utility-first CSS framework).
  - **Scalability and Performance**: Achieved over 2,000 unique visitors and facilitated over 1,000 renders, with 500+ monthly active users, demonstrating the platform's popularity and utility within the Minecraft community.

- **OllamaUI (Local AI Model Interface)**:
  - **Desktop Application Development**: Engineereed OllamaUI, an open-source Python desktop application using PyQt and CSS for interacting with local AI models.
  - **Abstraction Over Raw API Calls**: Transformed complex API calls into a user-friendly interface, resulting in significant community recognition with multiple stars and forks on GitHub.

Technical Skills

Languages: Java, Python, SQL (Postgres), JavaScript, HTML/CSS, MongoDB
Frameworks: React, Node.js, Flask, FastAPI, Next.js, ShadCN, SvelteKit, Docusaurous
Developer Tools: Git, Docker, Figma, Google Cloud Platform, PostHog Analytics, Vercel, Netlify