

Tejas Bhovad

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Education

- **Ramrao Adik Institute of Technology**
Bachelor of Technology in Computer Science (CGPA: 9.74)

Navi Mumbai, IN
June 2022 – June 2026

Experience

- **Weatherford**
Research Development Engineer (Intern)
Navi Mumbai, IN
June 2026 – Present
 - **Protocol Modernization:** Migrating a real-time well-data service from WITSML 1.x to the ETP 2.1 standard in C# and .NET, replacing legacy SOAP/XML request-response polling with a WebSocket-based publish/subscribe transport.
 - **Real-Time Data Streaming:** Implementing Avro-encoded ETP message handlers and subscription channels over WebSockets, allowing clients to receive incremental well-log updates as they change instead of repeatedly fetching full documents.
- **Vector Consulting Group**
Software Development Engineer (Intern)
Thane, IN
January 2026 – May 2026
 - **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%.
 - **Proof of Concepts:** Built rapid proof-of-concept prototypes that accelerated business decisions and set realistic expectations, improving client alignment on scope and timelines.
- **Vigovia**
Software Development Engineer (Intern)
Remote
August 2025 – December 2025
 - **Digital Transformation:** Led frontend development for a travel booking platform, translating Figma designs into production interfaces that digitized 90% of offline operations and lifted user engagement by 25%.
 - **Backend Architecture:** Architected RESTful API endpoints in Go following SOLID principles and integrated PostHog analytics, raising user behavior tracking accuracy by 35% and cutting booking errors by 20%.

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.
 - **Responsive Interface:** Engineered a fully responsive interface with Next.js and Shadcn/UI, increasing user engagement by 40% across desktop and mobile.
- **MC Render (3D Rendering Platform):**
 - **Web Application:** Developed MCRender, a high-performance web app for Minecraft player-model rendering using Three.js for 3D graphics, Next.js as the React framework, and Tailwind CSS for responsive layout.
 - **Scale and Performance:** Scaled the platform to 100,000+ unique visitors and 50,000+ renders while sustaining 20,000+ monthly active users.

Leadership & Activities

- **Hackathon Placements:** Reached finalist standing in the PIWOT Imagine Hackathon (top 2% of 15,000+ participants) and placed 6th in GDSC Hackaloud among 200+ teams.
- **Academic Research:** Authored a peer-reviewed paper accepted at Springer's BIDA conference, contributing novel insights recognized within the academic community.

Technical Skills

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

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

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

Databases: PostgreSQL, MongoDB, Redis