

# Tejas Najare

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## SUMMARY

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Passionate Engineering student and aspiring Game Developer with a strong programming foundation. Skilled in building user-friendly applications and creating engaging interactive experiences. Excels at solving complex problems and turning creative ideas into polished, functional projects.

## WORK EXPERIENCE

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### Website Developer Intern

Dec 2024 - Oct 2025

Spiro, Working Under Sakec's Incubation Cell. Spiro is an innovative eLearning platform designed for college students and lifelong learners, integrating structured curriculum support with \*\*virtual experiments, gamified learning, and AI-driven assistance\*

- Website Development.
- overseeing the development and distribution of Website.

### Freelance Web Developer

May 2025 - present

As a freelance web developer, I created responsive, user-friendly websites for small businesses, handling everything from client requirements to design, development, and deployment. I focused on clean UI, mobile-first design, and SEO-friendly structures to meet client goals.

## PROJECTS

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### Physiocuro

[Link to Demo](#)

PhysioCuro: Built a physiotherapy clinic website with appointment booking, service descriptions, and modern UI

### SpiroEdu

[Link to Demo](#)

Worked on debugging and optimizing a web application, enhancing website security with JWT-based authentication, improving frontend responsiveness, and supporting testing and deployment using Node.js, Express.js, and MongoDB.

### Diamond Rush (2D Plat-former game)

A 2D platformer where the player navigates multi-screen levels to collect scattered crystal shards. Collecting all crystals unlocks a final exit portal to the next level.

#### Tech Stack:

Unity (2D Core), C#

## EDUCATION

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2024 - present	BTech (Electronics and Telecommunication) at <b>University of Mumbai</b>	(7.05/10.0)
2021 - 2024	Diploma in Computer Engineering at <b>MAEER'S MIT POLYTECHNIC</b>	(75.43%)
2021	Class 10th	(72.20%)

## SKILLS

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Game Development, Website Development, Unity (2D/3D), C#, JavaScript, Node.js, Express.js, Git, UI/UX Design, Problem Solving