

Tanmay Wankar

Frontend Web Developer

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India

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🌐 <https://tanmaywankar.github.io/Portfolio/>

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Summary

Final-year BCA student with 2+ years of freelance experience delivering over 50+ static web projects. Currently focused on modern JavaScript, with a track record of contributing logic-based fixes to the Frappe Gantt library. Background in C++ and IoT (ESP32), bringing low-level logical rigor to web development. Proven ability to quickly master new technologies and solve real-world bugs in established codebases.

Technical Skills

Languages	C++ (Data Structures/OOP), JavaScript (ES6+), HTML5, CSS3
Technologies	Responsive Web Design, Tailwind CSS, GSAP (Basics)
IoT & Hardware	ESP32 (Grobot Library), Raspberry Pi, RP2040, Sensor Integration
Tools	Git, GitHub (Open Source Workflow), Linux CLI, Tailwind CSS
Ongoing Learning	MongoDB, React, Node.js

Open Source Contributions

- 2026 **Grobot Animations**: Author of an official C++ library on the **Arduino IDE Manager**. Engineered low-level logic for smooth UI performance on resource-constrained hardware.

Experience

- 2021–Present **Freelance Web Developer, Self-Employed**
- Delivered **50+ custom web solutions**, managing the full project lifecycle from initial UI/UX wireframing to responsive front-end deployment.
 - Developed performant, utility-first interfaces using **Tailwind CSS** and modern JavaScript, ensuring cross-browser compatibility and mobile responsiveness.

Education

- 2023–2026 **Bachelor of Computer Applications (BCA)**, *G.H Rasoni College of Engineering and Management*, nagpur, India, Final Year
Major in Computer Science and Application Development.

Key Projects

Ongoing **Grobot Web Animator: C++ to JS Logic Port**, *Personal Project*, JavaScript, HTML5 Canvas

- **(In Development)**: Engineering a logic bridge to port embedded C++ animation sequences from ESP32 hardware to a web-based HTML5 Canvas environment.
- Implementing slider-based state management to manipulate real-time emotion coordinates, translating MCU-specific math into browser-side rendering.
- Objective: Deep-diving into the differences between low-level hardware interrupts and high-level JS execution contexts for synchronized UI animations.

2025 **Web-Based POS System (Logic Focus)**, *Personal Project*, Vanilla JavaScript

- Developed a functional Point of Sale interface to master core JavaScript fundamentals and event-driven architecture.
- Focused on complex DOM state management and dynamic arithmetic logic for inventory and transaction handling without the use of frameworks.