Naji Mohamed

602-391-4882 | naji.mojidev@gmail.com | linkedin.com/in/najimohamed | github.com/Moji42 | najimohamed.dev

EDUCATION

Arizona State University   Tempe, AZ
B.S. in Computer Science — GPA: 3.71   *Aug 2024 – May 2026*

Estrella Mountain Community College   Avondale, AZ
A.S. in Computer Science — GPA: 3.73   *Aug 2022 – May 2024*

PROJECTS

LumaScan – AI Resume Analyzer | *Next.js, Flask, OpenAI, MongoDB, Firebase,*
- Architected a full-stack SaaS tool that analyzes resumes using Gemini vector embeddings and GPT-driven evaluation.
- Built dynamic dashboards for resume scoring, analytics, and job matching with secure Firebase Auth integration.
- Deployed scalable frontend/backend architecture via Vercel and Render with monetization through tiers.

AniMatch – Anime Recommender System | *Flask, React, Scikit-learn, AniList API*
- Engineered a hybrid ML engine combining TF-IDF vectors and matrix factorization for personalized anime suggestions.
- Processed AniList datasets using NumPy/Pandas and deployed Flask API for real-time inference.
- Designed a responsive React UI with persistent login and recommendation history tracking.

ClipZip – AI Video Highlight Generator | *React, Flask, Celery, Whisper, GPT, FFmpeg*
- Developed a cloud-based pipeline for auto-generating highlight reels using Whisper transcription and GPT scoring.
- Optimized video task queuing using Celery with Redis and integrated FFmpeg for multi-format exports.
- Enabled paid tier downloads via API and stored metadata/transcripts in S3 and MongoDB.

EXPERIENCE

Team Lead – Fine Motor Game App   Remote
4-Game Suite for Child Therapy (Course Project)   *Jan 2025 – Mar 2025*
- Directed Agile team of 4 in building interactive JavaScript mini-games for physical therapy in children.
- Managed Git workflows, conducted code reviews, and ensured timely sprint deliverables.
- Games included: Trampoline Jump, Balloon Pop, Letter Trace, and Tower Stack.

Software Engineer – Classroom Management System   Tempe, AZ
CSE 360 Capstone   *Jan 2025 – May 2025*
- Implemented role-based user access, assignment tracking, and interactive JavaFX UI backed by SQL.
- Built H2-integrated backend with JDBC and maintained robust test coverage via JUnit.
- Delivered weekly demos to clients; ensured cross-platform compatibility and usability.

Volunteer Math TA   Avondale, AZ
AAEC Estrella STEM Outreach   *Aug 2023 – May 2024*
- Tutored high school students in algebra and calculus; improved pass rates via personalized instruction.
- Designed weekly AP practice sets and assisted instructors with lesson delivery.

EXTRACURRICULARS & AWARDS

- **Medallion of Merit Scholar** – Recognized for academic distinction at Arizona State University.
- **Innovation Hacks 2025 (Top 4)** – Finalist in AI productivity tools category.
- **STEM Volunteer** – Led classroom demos and campus beautification initiatives.
- **SODA Workshop Attendee** – Hands-on labs in computer vision and distributed systems.
- **Dean's List** – Fall 2024, Spring 2025; GPA maintained above 3.5 with full-time load.

Technical Skills

Languages: Python, JavaScript/TypeScript, Java, C++, SQL, MATLAB
Frameworks: React, Flask, FastAPI, Celery, Tailwind CSS, Node.js
Dev Tools: Git, Docker, Firebase, Redis, FFmpeg, , MongoDB, PostgreSQL, Unity, AWS
Libraries: OpenAI API, Whisper, Pandas, NumPy, TensorFlow.js, MediaPipe
Coursework: Data Structures, Operating Systems, ML Fundamentals, Software Engineering
Interests: AI/ML, Game Dev, Real-Time Systems, Space Tech, Fitness SaaS