MUMINA ABDI

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Education Michigan State University - East Lansing, MI

Dec 2022

Bachelors of Arts in Games and Interactive media, GPA: 3.95

Experience

Wevise - Remote

Nov 2024 - Present

- Junior Software Engineer Volunteer
- Collaborate with a team to develop full-stack applications using React, Next.js, Tailwind, MySQL, Prisma, and Node.js.
- Support Wevise's mission of expanding tech career accessibility through mentorship, education, and inclusive opportunities.
- Participate in sprint tasks and team meetings; mentored by experienced members and contribute to a collaborative, impact-driven environment.

Headstarter AI - Remote

July 2024 - Sep 2024

- Software Engineer Fellowship
- Built AI projects in 5 weeks, showcasing rapid learning and adaptability.
- Coached by Amazon, Bloomberg and Capital One engineers on Agile, CI/CD, Git and microservice patterns.

Interim Healthcare | Grand Rapids, MI

Nov 2019 - Present

- **Certified Nurse Assistant**
- Performed documentation on patient care information in patient medical records.
- Communicate effectively with patients, families, and healthcare team members.

Zephframe - Seoul, SK

Jun 2022 - Aug 2022

- Web Developer Intern/UX/UI Design Intern
- Planned and implemented design systems, style guides, and pattern libraries, and created a visually appealing website using WebFlow as per CEO specifications.
- Designed an intuitive door interface panel with real-time statistics and developed a dashboard, resulting in a 15% increase in efficiency.
- Collaborated with a team to develop and maintain the front-end, ensuring a user-friendly web application through close coordination with web designers.

Volunteer Experience

Civicom Aid - Mombasa, Kenya

Jan 2024 - July 2024

- **Experience** Web Developer
 - Built a property website on WordPress for leasing and buying commercial and residential properties.
 - Enhanced functionality by implementing WordPress plugins for improved user experience.

Wevise - Remote Nov 2024 - Present

Junior Software Engineer Volunteer

- Drawn to Wevise's mission of promoting diversity and mentorship in tech, empowering those without traditional backgrounds.
- Engaged in building meaningful solutions alongside passionate volunteers, reinforcing the importance of mentorship and growth.

Projects

FPS Mini Game - Sudothon 1.0 (Unity)

December 2023

- Collaborated with a teammate to design and implement a first-person shooter (FPS) mini game within a 24-hour hackathon, Sudothon 1.0.
- Utilized Unity game engine to create an engaging gaming experience where players shoot targets within a specified time frame.
- Successfully delivered a functional and entertaining mini game, earning positive feedback from peers and judges.

Religious AI Chatbot

July 2024

- Built an Al chatbot with Next.js, Material UI, and OpenAl to provide real-time, neutral religious information.
- Integrated OpenAI model for accurate, respectful responses and open dialogue on spiritual topics.
- Designed a responsive UI for seamless interaction and an engaging user experience.

Skills

Programming Languages: Javascript, Python, C#, HTML, CSS

Software: Visual Studio Code, Figma, Git, Unity, Arduino, Adobe XD, Webflow, WordPress

Other: TailwindCSS, Bootstrap, UI/UX design, React.js, Material UI, Next.js