

Mohamad Abdi

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SUMMARY

Computer Science graduate with expertise in Java, distributed systems, and more. Completed an Amazon internship optimizing infrastructure performance and scalability. Strong in collaborative development, eager to contribute to innovative software solutions and AI-driven projects.

EXPERIENCE

Software Development Engineer

Amazon

June 2024 - September 2024, Seattle, WA

- Part of SABLE team, Amazon's e-commerce storage and computation platform.
- Improved the storage of Sable cluster configuration metadata.
- Enabled faster data insertion (up to 50% faster) and enhanced performance for larger data, reducing latency and enabling more efficient storage management.
- Implemented a solution allowing for isolated regional rollbacks and updates, improving fault tolerance and operational efficiency.
- Built my project with AWS resources such as Aurora, used concepts of distributed systems, and learned about PostgreSQL and the corporate development process.
- Collaborated with cross-functional teams to ensure the new solution aligned with Sable's high-availability and scalability requirements.

Software Developer

S.E.A.L (Sensors, Energy, and Automation Laboratory)

October 2021 - January 2022, Seattle, WA

- Wrote over 500 lines of clean, effective code in Java/Python for a Computer Vision mobile application regarding colon cancer patients.
- Performed in a team of over 10 electrical engineering professors and students.
- Analyzed existing software to design performance improvements and additional features.
- Collaborated with engineers and other technical personnel to clarify software priorities.
- Checked system for problems, quickly identifying and addressing performance issues.

PROJECTS

Let's Race

Let's Race • github.com/abdimoh596/Lets-Race • February 2024 - April 2024

- Developed a short racing game where players race against the clock to set record times in an Autumn-style map created with Unity Assets and my creativity.
- Used Unity to create objects and characters, programmed game logic and controls with C#.
- Created cutscenes using 3d animation, voice acting for cutscenes, and edited all with Adobe Premiere Pro.

Lemme Know

Lemme Know • lemmeknow.xyz/ • January 2024 - March 2024

- Engineered a group activity planning platform with an integrated calendar to display availability and an integrated polling system to facilitate decision-making.
- Collaborated with a team of 3 engineers to develop LemmeKnow.
- Implemented backend functionality using Go and Svelte, along with infrastructure as code through Terraform.

EDUCATION

Bachelor of Science in Computer Science

University of Washington, Seattle • Seattle, WA • 2024

- Member of UW COM2 (Computer Science Club)

SKILLS

HTML, CSS, JavaScript

Java, SQL (PostgreSQL & MySQL), Git

Familiar with AWS Resources, C, C#, Python, React.js

VS Code, IntelliJ

Critical thinking, Effective Communication, Problem Solving