ABDUL EL-SAIED

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EDUCATION

University of California, Berkeley | College of Engineering   *December 2022*
Bachelors of Science - Electrical Engineering and Computer Science (EECS) | Data Science Minor
GPA: 3.70
Tech Skills: Java, Python C++, GCP, HTML/CSS, JavaScript, SQL, Go, Flask, React, WebSockets, Git, NumPY

PROFESSIONAL EXPERIENCE

FULL-STACK SOFTWARE ENGINEER
Poshlor   *Mar 2023 - Present*
• Developed Poshlor, a Chrome extension built with **JavaScript** and the **Chrome Extensions API**, providing users with a **10x** faster method for sorting Poshmark closets by color themes, addressing the lack of native color sorting functionality.
• Designed intuitive **User Interfaces** and implemented UX best practices, enhancing user interaction and satisfaction.
• Currently in beta-testing phase; built an in-house token authentication service to ensure only authorized users have access to test.
• Conducted user interviews and usability testing; gathered insights on users needs and pain points to inform fast-paced iterations and to ensure product continues to add value to users.
• Utilized **Python** for backend development, **Flask** for server implementation, hosted on **GCP**, & **MongoDB** for database management.
• Implemented an auto-detecting captcha solver to streamline user experience.
• Currently developing an **Android** version of Poshlor, allowing users to sort their closets directly from their mobile devices.

FULL-STACK SOFTWARE DEVELOPER
Develop for Good, Stanford University   *Apr 2021 - Jan 2022*
• Increased monthly donation volume by **29%** by developing a responsive round-up modal for a merchant's storefront allowing customers to round up purchases for charity, using **React** and **Shopify Liquid.**
• Collaborated with a multi-disciplinary team of product managers, designers, and user researchers to implement an admin dashboard with real-time **data visualizations** in **Chart.js** with **Flask/PostgreSQL**.

SOFTWARE ENGINEERING INTERN
Rendezview.io   *Jan 2021 - June 2021*
• Hired as first intern to help the product team use data to understand different pain points along user journeys.
• Boosted user retention for team collaboration app by **38%** by utilizing Event Tracking & **GCP (Cloud Firestore).**
• Structured and processed **time-series data** using **Python** and **NumPy** to present meaningful insights and recommendations to leadership, such as best times to re-engage with users.

COMPUTER SCIENCE ACADEMIC INTERN
UC Berkeley, CS61A   *Summer 2019 & Fall 2019*
• Supervised weekly labs and office hours with **30+** students; broke down complex technical concepts into easier-to-understand ideas through mini-lectures, guides and personalized 1x1 mentorship.

PERSONAL PROJECTS

FULL-STACK WEB APP
ChessKey   *Dec 2022 - Mar 2023*
• Built a full-stack chess application from scratch where users can quickly instantiate chess games with a shareable link, with an estimated **3x** reduction of time to create the game compared to popular chess sites.
• Used **Python/Flask** for back-end, and **PostgreSQL** to store data about current games.
• Designed the front-end employing **HTML, Tailwind** and **JavaScript**, with user-centric **UX** principles in mind.
• Created a live chat feature applying **WebSockets** to enhance experience between users.
• Designed database leveraging **data normalization** concepts, reducing **SQL** query costs across app.
• Increased player base by **250%** since initial deployment by actively updating and improving features.
• Wrote high-coverage **unit/integration** tests with **PyTest** and **Selenium.**

WEB, UI DEVELOPMENT
Personal Website   *Summer 2020*
• Designed and coded a **responsive** portfolio website using **HTML/CSS** and **React,** as a means to self-learn front-end technologies.

Gitlet   *2021*
• Developed a version control system named Gitlet in **Java**, inspired by Git, to manage project versions efficiently.
• Implemented core functionalities including commit creation and deletion, branch creation and deletion, resetting commits, log.
• Utilized object-oriented programming principles and data structures such as trees and directed acyclic graphs to efficiently manage commit history and branching structure.

ACTIVITIES

Technical Writer, Medium   *July 2021 - Present*
• I publish educational articles about various technical concepts such as iterative web development, building high-fidelity prototypes, responsive web design, accessibility, and building apps.
Technical Mentor, Mozilla Builders Incubator   *Dec 2020 - Mar 2021*
• Front-end mentor at Mozilla's Fix-the-Internet Incubator; lead technical office hours for events, workshops and hackathons.