Afuza Afuzarahman

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Software Engineer with experience building frontend and backend systems across security, e-commerce, and mobile domains. Shipped scalable features at CrowdStrike and led full-stack React/React Native/Firebase teams serving 20K+ users.

Education

UNIVERSITY OF WASHINGTON - SEATTLE   Seattle, WA
Bachelor's Degree, Computer Science   September 2023 – December 2025
Relevant Courses: Software Engineering, Data Visualization, Distributed Systems, Databases, Networks, Machine Learning

Experience

CROWDSTRIKE   Seattle, WA
Software Engineer Intern   June 2025 – September 2025
- Implemented 15+ features—including custom graph rendering, advanced filter logic, cancellation support, and UI enhancements—for a SOAR platform, improving engineering velocity and end-user experience.
- Built and maintained scalable Ember.js single-page applications styled with Tailwind CSS in a multi-million-line enterprise codebase serving 20K+ daily active users.
- Authored and refactored 60+ QUnit and Playwright tests, increasing test coverage to 85% and helping prevent UI regressions during feature rollout.
- Partnered with 25+ engineers across frontend, backend, and UX to ship scalable security workflows and standardize CI/CD using Git, Bitbucket, and Jenkins.
- Improved onboarding by documenting internal UI utilities and design patterns used across major features.

UNIVERSITY OF WASHINGTON - SEATTLE   Seattle, WA
Undergraduate Teaching Assistant – CSE 403: Software Engineering   April 2025 – June 2025
- Mentored 80+ students in Agile, Git, and software design through weekly check-ins, office hours, and team discussions.
- Reviewed 50+ team proposals and presentations using a standardized rubric; led TA alignment meetings to ensure consistent and fair grading.
- Coordinated and iteratively improved grading processes and rubrics across 13+ teams based on student feedback and team evaluation patterns.

GOKOMODO   Jakarta, Indonesia
Software Engineer   September 2022 – August 2023
- Optimized 3+ internal platforms built with React, Django, and jQuery—boosting performance by 20% via profiling and refactoring.
- Designed responsive UIs for eProcurement tools using React and Tailwind, increasing user satisfaction by 30%.
- Built a gamified mobile app with React Native, growing user traffic by 25%, and led frontend dev for 2 CMS tools in a 4-person team.
- Engineered frontend for a B2B e-commerce platform, improving load time and UX to raise customer satisfaction by 40%; maintained test coverage using Jest and Cypress.

Projects

FITNESS RPG MOBILE APP   https://github.com/cse403-fitquest/fitquest
Product Manager, Tech Lead, Software Engineer
- Built a React Native fitness app with RPG mechanics, Firebase backend, and Jest tests; supported 100+ concurrent users.
- Led a 6-engineer team and drove roadmap, system design, and engagement systems—boosted retention by 25%.

TACTICAL TURN-BASED WEB GAME   https://github.com/codetrifecta/rise-to-olympus
Tech Lead, Software Engineer
- Created a tactical roguelike game using TypeScript, React, Tailwind, Zustand, and HTML5 Canvas.
- Led architecture and UI for pathfinding, AI, and performance optimizations—scaled to 1,000+ concurrent players.

Skills

Technical Languages: JavaScript, TypeScript, Python, Go, Java, SQL, HTML/CSS/SASS
Front-End: React, React Native, Next.js, Zustand, Ember.js, Redux, Tailwind, D3.js, Bootstrap, jQuery
Back-End: Node.js, Express, Django, Flask, FastAPI, PostgreSQL, MySQL, DynamoDB, AWS
DevOps & Testing: Docker, Kubernetes, Git, Jenkins, Cypress, Jest, Playwright
Certifications: AWS Certified Developer - Associate, IBM Back-End Development Professional, Meta Front-End Developer