Abdi Mohamud

Email: amohamud23@gmail.com | Phone: (858) 717-0055 | www.abdimohamud.com

LinkedIn: https://www.linkedin.com/in/abdi-mohamud-59586b15a/ | GitHub: https://github.com/amohamud23

Education

San Francisco State University

San Francisco, CA

Graduated: December 2019

Technical Skills

Computer Engineering B.S.

Java, Python, JavaScript, HTML, CSS, Django, React, Node.JS, React Native

Work Experience

Guess Who August 2020 - Present

Full Stack Engineer

- Lead Engineer on a mobile game project designing the software and design the database models using Swift and Mongo.
- Built the entire backend service that handles http requests from our game and deployed it on GCP and MongoDB.
- Responsible for integrating our backend service on the app and testing game functionality ensure user satisfaction.

Adventure Corporation

May 2020 – August 2020

Software Engineer Intern

- Led a team of software engineer interns to implement a prototype Text to Speech feature using agile methodologies.
- Used React, NodeJS, and Twitch to send Ethereum tokens to user's Metamask Wallet on the Rinkeby Test Network
- Developed on a team to build a game using Web-sockets to send real time player updates to multiple game rooms.

Projects

Patcher https://patcherlogistics.github.io/patcherfrontend/

Feb 2020 - May 2020

- A pandemic project which focuses on the development of web and mobile logistic software that improves the transportation of individuals who need medical assistance with efficiency, safety, and quality.
- Leading the web and mobile projects to develop a highly efficient and scalable software for 100+ drivers.
- Developed multiple pages on React and using Firebase as my database and authentication.

Lidar Mapping Vehicle https://github.com/ibriseno/697-LiDar

Dec 2019

- Lead Software Engineer in a team of 3 handling the software design and data processing.
- Developed and implemented a web API to send thousands of lidar points to my local backend webserver.
- The vehicle completely mapped an area of 12m radius using a collection of 3D points to create geographical image.

Self-Rotating Media Platform

Mar 2019

- Team Software Lead for the image recognition and data collection for serial output.
- Integrated open source object detection software with a camera and servo to track bounding boxes.
- The prototype unit, while connected to a motor, seamlessly followed me around aligning me with the screens.

Extracurricular Activities

Hackathons: San Francisco State Hackathon (2018), SF Hacks 2019, Developer Week Hackathon 2019, Microsoft Azure MiniBot Hackathon 2019