Mustafa Atakan Tan

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EDUCATION

University of California, Fullerton

May 2025

B.S. in Computer Science

Fullerton, CA

Relevant Courses: Data Structures, Computer Networking, Operating Systems, Web Development, Mobile App Development

TECHNICAL SKILLS

Languages: Java, Kotlin, C++, Python, JavaScript, SQL

Web Technologies: HTML, CSS, JavaScript, REST APIs, React.js, Docker, SQL **Mobile Technologies:** Android Studio, React Native, Jetpack Compose, Firebase

Networking/IT: TCP/IP, HTTP/HTTPS, UDP, VLANs, DNS, DHCP, Firewalls, Wireshark, Cisco Packet Tracer, GNS3 Tools: Git, GitHub, JIRA, Confluence, Microsoft 365, Docker, Agile/Scrum, Technical Documentation, Tableau, PowerBI

EXPERIENCE

Solid Innovations Studio Apr. 2021 - Present

IT Support / Network Technician

Irvine, CA

- Provided desktop, software, and network support in a Microsoft 365 and Azure AD environment
- Resolved 30+ weekly support tickets involving network configuration, hardware imaging, and user account management
- Managed internal IT inventory and implemented backup strategies and SOPs for small office network infrastructure
- Oversaw software, hardware, and network issues, ensured endpoint security, handled data backups

Direct DC Jan. 2025 - Mar. 2025

Software Developer Intern

Rancho Dominguez, CA

- Built a full-stack Warehouse Management System (WMS) using Python, SQL, REST APIs, and React.js for live dashboards
- Optimized inventory queries, reducing response time by 40%, and integrated barcode scanning tech

Solid Innovations Studio

Aug. 2024 - Dec. 2024

Software Developer Intern

Irvine, CA

- Developed and launched OC Room Finder, a room rental app on Google Play using Kotlin, Java, and Firebase
- Implemented user authentication, location services (Google Maps API), and real-time messaging
- Collaborated using JIRA, Confluence, and GitHub within an Agile workflow

Nekter Juice Bar Aug 2022 - Aug. 2024

Store Manager

Costa Mesa, CA

• Oversaw store operations, managed inventory, finances, team performance, and trained new hires

PROJECTS

GamePath | HTML, CSS, Javascript

Apr. 2025

• Full-stack web app using JavaScript, Firebase, and multiple third-party game data APIs, enabling users to search, review, and rate games with dynamic content, user profiles, advanced filtering, and real-time database interactions.

IT Infrastructure Monitoring System | Python, Flask, SNMP

Dec. 2024

 Built a custom IT monitoring dashboard using Python, Flask, and SNMP to track server uptime, CPU usage, and network traffic across virtual lab environments. Configured alerts for threshold breaches and integrated logs with a lightweight frontend dashboard.

Virtualized Networking Lab | Ubuntu, Docker, GNS3

Jul. 2024

• Simulated a multi-VLAN and routed networking lab using Ubuntu, Docker, GNS3, and Cisco tools. Included testing of virtual networks, firewall policies, and remote access troubleshooting