

Atta Navaid

Catonsville, MD | Contact: attanavaid@gmail.com | Portfolio: <https://attanavaid.github.io/me>

Portfolio showcases 12+ academic, personal, and freelance projects spanning frontend, full-stack, data visualization, and 3D digital products.

EDUCATION

University of Maryland Baltimore County, Baltimore, MD

Bachelor of Science in Computer Science, GPA: 3.83

December 2022

Honors: magna cum laude, President's List, Dean's List

Eleanor Roosevelt High School, Greenbelt, MD

High School Diploma, GPA: 3.57

June 2018

Honors: Principal's List

TECHNICAL SKILLS

Operating Systems	Microsoft Windows 10/11, Linux (Debian)
Frontend	TypeScript, JavaScript, React, HTML, Tailwind, CSS, Markdown/MDX, Bootstrap, SEO
Backend	Node.js, Next.js, Express.js
Tools	Git, GitHub, Cursor, Vercel, Netlify, Render, Vite, Redux
Software	Adobe (Photoshop, Illustrator, Substance Painter), Blender
Database Management	MySQL, MongoDB
Foreign Languages	English (native), Urdu (fluent), Hindi (conversational)

WORK EXPERIENCE

Learn Prompting (Startup), Full-stack Developer (Contract), College Park, MD

April 2024 – Present

- Built and enhanced production features across the frontend and backend of learnprompting.org, a large educational platform used by a global audience
- Developed and maintained React and Next.js components using **TypeScript**, **Tailwind CSS**, and **MDX**, with attention to performance and search discoverability
- Worked within an existing codebase, contributing changes through **GitHub**, resolving issues and merge conflicts, and responding to code review feedback
- Debugged and fixed site issues by tracing component logic, data flow, and build output, improving stability and UX
- Collaborated asynchronously in a startup environment, balancing feature development, bug fixes, and ongoing site improvements

Freelance Developer, Catonsville, MD

August 2021 - Present

- Designed and sold game-ready low-poly 3D assets, adhering to technical constraints required for real-time rendering
- Built and maintained a full asset creation pipeline using Blender, Substance Painter, and Marmoset
- Published and managed products across multiple online marketplaces, handling updates and customer feedback
- Operated independently as a digital product seller, managing production schedules, quality control, and user support

PROJECTS

Rivals Compendium — <https://www.rivals-compendium.com> — Personal Project

- Designed and developed a production web app serving as a centralized data hub for a popular hero-shooter video game
- Built using React, TypeScript, Node.js, Tailwind, and Markdown, with structured, SEO-conscious content
- Implemented structured content systems to support frequent updates as the game evolves
- Deployed using Vercel under a custom domain and actively iterating toward monetization via advertising

COVID-19 County Dashboard – Semester Project

- Designed and implemented an interactive web dashboard visualizing COVID-19 infection and vaccination rates at the county level across the United States
- Built a dynamic frontend using HTML, CSS, and vanilla JavaScript, featuring map-based geographic visualization, filtering, and sorting controls
- Integrated time-series charts to compare local and national trends for infection and vaccination rates
- Developed a backend data pipeline using Python with a MySQL database-backed architecture to serve processed county-level data
- Collaborated within a small team to gather requirements, implement features incrementally, and present a working product with live demonstrations