

# Atta Navaid

Catonsville, MD | Contact: [attanavaid@gmail.com](mailto: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

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