Mazin Abubeker

Software Engineer

University of California, San Diego
B.S. Computer Science
Graduating December 2020

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Work Experience

GSVLabs / Software Engineer Intern - San Mateo, California   **June 2020 - September 2020**

- Developed a full-stack coworking web platform for Biolabs, an innovation center located in Massachusetts focused on accelerating biotech startups with coworking spaces and industry-grade equipment
- Scripted embeddable JavaScript applications solely for the Biolabs platform, such as a dynamic availability view for coworking equipment that allows users to visually plan out consecutive equipment bookings
- Wrote custom internal REST endpoints in Apache Groovy to securely interact with external APIs such as Acuity Scheduling, and to make personalized information efficiently accessible across the platform
- Met with Biolabs VP of Software and Technology, CFO, and VP of Strategic Partnerships on a weekly basis to demonstrate new developments and to discuss the direction of the platforms expansion

GSVLabs / Software Engineer Intern - San Mateo, California   **June 2019 - October 2019**

- Created an entrepreneur mentorship web platform for King Saud University using HTML, CSS, and JavaScript
- Collaborated with the GSVlabs engineering team daily through agile development, and worked closely with the engineering lead to design a practical and extensive mentorship platform for the client
- Learned how to properly integrate external APIs using HTTP requests, giving me insight on the advantages of RESTful programming when developing data heavy platforms

Diablo Valley College / Mathematics Tutor - San Ramon, California   **August 2016 - June 2018**

- Tutored students in my community college subjects ranging from Trigonometry to Differential Equations
- Assisted computer science students in study groups of 3 to 8 people with algorithm design and data structures

Projects

Spotify Clone with Synchronization   **June 2020 - Present**

- Developed a Spotify clone progressive web application that integrates the Spotify Web API and Web Playback SDK to create a visual overhaul of Spotify and virtually all of its functionality
- Utilized ReactJS for the front-end and NodeJS, Socket.IO and ExpressJS to create a fast back-end architecture
- Programmed custom algorithms to implement unique features such as perfect multi-user music synchronization and greatly improved song recommendations based on your most played tracks
- Users may securely login through Spotify and will be given a refresh token authenticated with OAuth 2.0

3D Projection in HTML Canvas   **September 2019 - November 2019**

- Utilized 3D projection to render 2D coordinates in three dimensional space with HTML and vanilla JavaScript
- Implemented a UI that allows a user to modulate properties of and mathematically transform the projection

Skills & Interests

Coursework:
Algorithm Design and Analysis, Data Structures
Theory of Computation, Digital System Components
Modern Cryptography, Geometric Computer Graphics

Programming Languages and Frameworks:
JavaScript, Python, C++, Java, ReactJS, jQuery

Interests:
Progressive Web Apps, Full-Stack Development