Mazin Abubeker
Software Engineer

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EDUCATION

University of California, San Diego   September 2018 - December 2020

Bachelor's of Science in Computer Science   *La Jolla, CA*

SKILLS

JavaScript, HTML5/CSS, Vue.js/React, Java, Apache Groovy, C#/C++, Node.js/Express.js

WORK EXPERIENCE

OneValley   January 2021 - Present

Fullstack Software Engineer   *San Mateo, CA*

- Building a virtual startup accelerator SAAS in Vue.js and Pinia, with a Spring Boot application layer. Designed several isolated systems and components using domain modeling and component diagramming, adhering to a MVC design pattern.
- Developed several legacy white-labeled digital accelerators in vanilla Javascript and HTML/CSS, using Apache Groovy for our application layer. Refactored several legacy files to be repurposed in the new SAAS platform.
- Created and continuously enhancing a comprehensive ETL analytics pipeline, leveraging Javascript libraries to handle user behavior tracking and Azure Data Factory to manage the data pipeline. A data lake stores and feeds our transformed data into PowerBI, offering tenant admins the capability to visualize their platform's analytics for several front-end behaviors and platform interactions.
- Created a RESTful API with CRUD endpoints in Apache Groovy, along with automations, and various app services such as email campaigns and analytics ingestion. Integrated several external libraries and APIs such as Acuity and Intercom for scheduling, and Segment along with Fullstory for user behavior tracking.
- Closely collaborating with the front-end team to build robust and reusable components, and communicating with the back-end team our changing data model requirements and expectations.

Software Engineering Intern   **Summer 2019 & Summer 2020**

- Developed two end-to-end content management systems using Javascript, HTM/CSS, and Velocity templating – an entrepreneur mentorship platform to help a university manage mentor booking for their accelerator, and a startup coworking platform to provide an online startup community to a biotech innovation center.

PROJECTS

Blockchain Wheel of Fortune   September 2022

- Created a casino-style game with React.js that uses cryptocurrency on the Ethereum blockchain. Users are authenticated through their MetaMask wallet, and perform functions of the game through blockchain transactions using Ethers.js.
- Deployed a Solidity contract to act as the back-end architecture for the game, taking bets and distributing funds to the winner's wallet. Utilized Chainlink's Verifiable Random Function for random winner selection.

Spotify Clone with Stream Synchronization   June 2020

- Built a Spotify wrapper that introduces real-time party based music synchronization, and song or artist seeded playlist generation capabilities using the Spotify Web API and Web Playback SDK.
- Incorporated React.js for the front-end, and utilized Node/Express.js and Socket.IO to create a back-end architecture supporting continuous authorization. Authorized the app using Spotify's OAuth 2.0 standards.