

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

Proficient in: JavaScript, Vue.js, React, HTML, CSS | Java, Python, C++, C#, Apache Groovy, Node.js

Other skills: React Native, Unity, Three.js, p5.js, Socket.IO

COURSEWORK

Algorithm Design and Analysis, Modern Cryptography, Geometric Computer Graphics, Theory of Computation, Digital System Components and Design, Artificial Intelligence: Statistical Methods, Advanced Data Structures

WORK EXPERIENCE

Fullstack Software Engineer | OneValley - San Mateo, CA

January 2021 - Present

- Developed a multi-tenant SaaS platform (Vue.js/Pinia) for a virtual startup accelerator that **loads 200% faster** than our legacy Confluence Server based platform
- Created visually engaging and accessible UI components (Vue.JS/SASS), resulting in a **50% average increase in user retention** compared to our legacy components
- Designed and implemented an Extract, Load, Transform (ELT) analytics system using Vue.js auto-track libraries and a Redis cache, **capturing 1,000+ user behavior data points daily**, enabling product improvements through data-driven decisions
- Led the development of three white-labeled digital accelerators (HTML/CSS/Vanilla JavaScript), and the respective application layers (Java Apache Groovy), responsible for **managing over 80,000 users**
- Collaborated daily with the product and business development teams to align product expectations and to manage deadlines

Software Engineering Intern | OneValley - San Mateo, CA

June - September 2019 & 2020

- Developed two end-to-end virtual accelerator platforms that enabled a university and a biotech innovation center to manage their ecosystem of startups. Met weekly with the primary clients to show progress, and discuss upcoming requirements
- Used HTML/CSS/JavaScript and Velocity templates for the front-end, and Apache Groovy to implement a RESTful API to handle CRUD operations, cron jobs, and API integrations

PROJECTS

Blockchain Wheel of Fortune

August - September 2022

- Created an ethereum-based casino game using React.js and Ethers.js that interacts with the Ethereum blockchain through MetaMask
- Wrote and deployed a Solidity contract to take bets and distribute funds to the winner's wallet. Utilized Chainlink's Verifiable Random Function service for verifiably fair pseudo-random winner selection

Therasonic

January 2024 - Present

- Built a mood-based playlist generation app that recommends music based on your personal preferences within the Spotify ecosystem
- Collaborated with my UX/UI designer cofounder to transform mockups into engaging reusable components