

Mazin Abubeker

Software Engineer

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OBJECTIVE

Passionate and experienced software engineer with a solid background in full-stack web development, particularly with vanilla JavaScript, and libraries such as React.js and Vue.js. Seeking a challenging role to contribute to impactful projects, utilizing and expanding my skillset.

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.
- Used Apache Groovy to create a RESTful API with CRUD endpoints, along with automations, and various app services such as email campaigns and analytics. 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 in a single round can choose to bet any amount into the pot. A wheel will visually react to the bets to represent your bet as a ratio of the remainder of the pot.
- I deployed a Solidity contract to act as the back-end architecture for this game, taking bets for each round, and distributing the pot to the winner's wallet. A Verifiable Random Function is used for winner selection.

Spotify Clone with Stream Synchronization

June 2020

- Enhanced Spotify with multi-user music synchronization, and added seed-based playlist generation capabilities using the Spotify Web API and Web Playback SDK.
- Utilized React.js for the front-end, and Node.js, Express.js, and Socket.IO to create a dynamic back-end architecture. Authorized the app through an external Spotify login using OAuth 2.0 standards.