Mazin Abubeker
Software Engineer

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

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Work Experience

OneValley / Software Engineer - San Mateo, California   **January 2021 - Present**

- Construct end-to-end content and user management systems for startup accelerators utilizing Velocity templates backed by a RESTful backend architecture, providing unique startup accelerator solutions such as booking and managing mentors, deploying educational resources, and hosting startup competitions
- Script embeddable JavaScript applications used across desktop and mobile platforms requiring both a frontend interface and respective backend webhooks to manage execution efficiently
- Meet with major clients on a recurring basis to discuss current and upcoming development obstacles, and to finalize feature details as they are being developed in order to achieve a high standard of platform customization

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

- Developed a full-stack coworking web platform for Biolabs, a biotech innovation center based in Massachusetts
- Wrote 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

OneValley / 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 OneValley 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 Stream Synchronization / Personal Project   **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 frontend and NodeJS, Socket.IO and ExpressJS to create a fast back-end architecture
- Programmed custom algorithms to implement unique features such as virtually perfect multi-user music synchronization and greatly improved song recommendations based on your most played tracks
- Users are securely authenticated through external Spotify login and will be given a refresh token using OAuth 2.0 standards, allowing for an application in which every action is authorized

3D Projection in HTML Canvas / Personal Project   **August 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

Coursework

Algorithm Design and Analysis	Geometric Computer Graphics
Theory of Computation	Design Technique for Digital Systems
Modern Cryptography	Artificial Intelligence: Probabilistic Reasoning
Computer Security	Advanced Data Structures