

Najman Husaini

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Education

University of Utah

Computer Science | Games Emphasis

Salt Lake City, UT

Aug 2025

- **GPA: 3.983**

- Programming team lead of Utah Student Robotics; President of the Undergraduate Student Advisory Committee; Member of National Society for Leadership and Success.

Cybersecurity Boot Camp

CompTIA Security+ compliant

Online

Feb 2022 - Aug 2022

- Coursework: Azure, Docker, CVE, Ansible, Penetration Testing, SSL, TLS, SSH, Linux Administration.

Technical Skills

Languages: Rust, Python, Javascript, Typescript, HTML, CSS, C, C++, C#, Java, Kotlin, SQL

Technologies: AWS (S3, EC2, DynamoDB, Amplify, Lambda, Cognito, Pinpoint, SES), Azure, Docker, Vercel, GitHub Actions, WebRTC, WebSockets, Svelte, React, Ansible, Tailwind, Qt, MAUI, Django, FFmpeg, Linux

Game Engines: Godot, Unreal Engine 5, GameMaker, Unity

Experience

Teaching Assistant

University of Utah School of Computing

Salt Lake City, UT

Aug 2022 - Present

- Fall and Spring: Accelerated Introduction to Object Oriented Programming with Java.
- Summer: Data Structures and Algorithms with Java.
- Responsibilities: Grading assignments, in-person office hours, running labs, proctoring exams, review sessions.

Projects

NASA Lunabotics | *Rust, tokio, nalgebra, rayon, crossbeam, ffmpeg*

Aug 2023 - May 2024

- Developed a complete robotics framework and ecosystem from scratch (only team to do so).
- Robot digs and dumps autonomously, and uses a 2-pilot system for driving remotely using 6 camera feeds over RTP.
- 3rd place out of 50 universities and the US military at the Kennedy Space Center.

Demo: youtu.be/watch?v=OvzOrHbLd_M **Source:** github.com/utahrobotics/lunadev-2024

PortalCrawler | *Godot*

May 2024 - Aug 2024

- Traditional Game Development Class Project where I led 4 other members.
- Implemented all the enemy AI and pathfinding, shop, and level system, using state machines.
- Used Github Issues, Milestones, and Projects for team management with Agile workflow.

Demo: itch.io/portalcrawler **Source:** github.com/manglemix/PortalCrawler

WebRTC Signalling Server | *Rust, tokio, axum, rustls, letsencrypt, EC2*

Aug 2023

- A WebSocket API that connects WebRTC clients together with a room code that is resistant to abuse.
- Performant, and production ready with TLS; Implemented using crates.io/crates/hypermangle-core, which is a crate I published.

Source: github.com/manglemix/webrtc-service

deTrash | *Vercel, Sveltekit, Flask, TypeScript, Google Maps, YoloV5, GPT 3.5*

Oct 2023

- Developed a frontend that used computer vision AI to identify trash in user submitted images and track their locations on a heatmap.
- 2nd place out of 247 other teams for 24 hours in the Hack OHI/O 11 hackathon.

Demo: trash-tests.vercel.app **Source:** github.com/manglemix/hackohio-frontend