

# Najman Husaini

+1 (801) 413-6695 | najmanhusaini20@gmail.com  
najmanhusaini.com | github.com/manglemix | linkedin.com/in/najman-husaini



## EDUCATION

### University of Utah

Computer Science with Games Emphasis: GPA 3.98/4.0

Salt Lake City, UT

Aug 2025

### Cybersecurity Boot Camp

CompTIA Security+ compliant

Online

Feb 2022 - Aug 2022

## EXPERIENCE

### University of Utah School of Computing

Teaching Assistant

Salt Lake City, UT

Aug 2022 - Present

- Helped 100+ students pass Accelerated Introduction to Object Oriented Programming with Java with a B or better
- Prevented 5+ students from failing and helped to retain them in their major as a Retention Teaching Assistant
- Responsibilities include grading assignments, in-person office hours, running labs, proctoring exams, review sessions

## PROJECTS

### PortalCrawler | Godot

May 2024 - Aug 2024

- Led 4 other members in a Traditional Game Development Class Project
- 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](https://itch.io/portalcrawler) **Source:** [github.com/manglemix/PortalCrawler](https://github.com/manglemix/PortalCrawler)

### 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)
- Programmed a robot that digs and dumps autonomously, and uses a 2-pilot system for driving remotely
- Achieved 3rd place out of 50 universities and the US military at the Kennedy Space Center

**Demo:** [youtu.be/watch?v=OvzOrHbLd\\_M](https://youtu.be/watch?v=OvzOrHbLd_M) **Source:** [github.com/utahrobotics/lunadev-2024](https://github.com/utahrobotics/lunadev-2024)

### 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 to help non-profit trash cleanup organizations plan their routes and save on gas
- Achieved 2nd place out of 247 other teams for 24 hours in the Hack OHI/O 11 hackathon

**Demo:** [trash-tests.vercel.app](https://trash-tests.vercel.app) **Source:** [github.com/manglemix/hackohio-frontend](https://github.com/manglemix/hackohio-frontend)

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

Aug 2023

- Created a WebSocket API that connects WebRTC clients together with a room code that is resistant to abuse
- Designed to be performant, and production ready with TLS using crates.io/crates/hypermangle-core, which is a crate that was developed concurrently for this project to massively simplify the process of creating HTTPS secured APIs

**Source:** [github.com/manglemix/webrtc-service](https://github.com/manglemix/webrtc-service)

## 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

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

## INTERESTS

Rock Climbing since 2019 (V5, 6b+); Practicing drumming since 2023; Hobbyist photographer [pexels.com/@manglemix/](https://pexels.com/@manglemix/)