Najman Husaini

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EDUCATION

University of Utah — Salt Lake City, UT
Computer Science with Games Emphasis: **GPA 3.98/4.0** — Aug 2025

Cybersecurity Boot Camp — Online
CompTIA Security+ compliant — Feb 2022 - Aug 2022

EXPERIENCE

University of Utah School of Computing — Salt Lake City, UT
Teaching Assistant — 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
- Graded assignments, held in-person office hours, ran labs, proctored exams, provided review sessions, etc.

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, leveraging state machines
- Utilised Github Issues, Milestones, and Projects for team management with Agile workflow
  Demo: itch.io/portalcrawler   **Source:** github.com/manglemix/PortalCrawler

NASA Lunabotics | *Rust, tokio, nalgebra, rayon, crossbeam, ffmpeg* — Aug 2023 - May 2024
- Established 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   **Source:** github.com/utahrobotics/lunadev-2024

deTrash | *Vercel, Sveltekit, Flask, TypeScript, Google Maps, YoloV5, GPT 3.5* — Oct 2023
- Produced a frontend that used computer vision AI to identify trash in user submitted images and track their locations on a heat-map to help non-profit trash clean-up 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   **Source:** 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

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/