MAGDI HAZAA

WEB DEVELOPER & DESIGNER

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SKILLS

FRONT-END DEV ···· HTML • CSS • JavaScript • TypeScript • React • Redux • Webpack • Babel • Vue • Sass
BACK-END DEV ····· Node.js • REST APIs • npm • Express.js • Socket.IO • MongoDB
DEV OPS ·········· Git • Nginx • Bash • Jest • ESLint • Jenkins • AWS • DigitalOcean
DESIGN ·········· UI/UX • Photoshop • Illustrator • InDesign • Premiere • After Effects • Figma • Sketch

EXPERIENCE

- **Brooks Bell. Raleigh, NC.** ········· December 2020 - Present
Optimization Engineer

    - Built front-end A/B tests for multiple clients using JavaScript, TypeScript, and Sass.
    - Integrated A/B tests into multiple industry-standard testing tools like Adobe Target, Optimizely, and Maxymiser.
    - Worked on a complex React framework to build modular, reusable components.
    - Used React and Redux to create component-level A/B testing using an in-house tool.
    - Built a lightweight version of React.
    - Created and maintained Webpack, Babel, and ESLint templates to optimize, minify and bundle front-end code.
    - Used Jest to automate the unit testing of React and other front-end applications.

- **Lenker Consulting. Minneapolis, MN.** ········· June 2019 - September 2020
Developer & Junior Art Director

    - Developed Node/Express/MongoDB applications that automated deal flow and customer management/organization.
    - Built an npm package that integrates the REST APIs of several marketing and financing platforms.
    - Used React to build socket-based, single-page, front-end applications.
    - Helped build, design, and maintain multiple websites.
    - Applied web animations and dynamic interactions to several websites using React, JS Canvas, Three.js, CSS3 and SVGs.
    - Set up the company's Git and managed version control best practices for all server side code.
    - Automated the deployment of web applications to Ubuntu cloud servers using GitHub API, Jenkins, and shell scripts.

- **The Affinity Project. Cambridge, MA.** ········· June 2019 - December 2019
Full Stack Programmer

    - Led the development of Tiny Earth. A real-time, spatial chatroom and content aggregation site.
    - Used Node.js, Express, and MongoDB to build the back-end infrastructure of Tiny Earth.
    - Used Vue and Three.js to build Tiny Earth's interactive front-end interface.
    - Set up and managed MongoDB and NoSQL databases.
    - Used Unity and C# to build some early iterations of Tiny Earth.
    - Helped with the mockup, design and UI implementation of multiple web projects.

- **Urban Arts Academy. Minneapolis, MN.** ········· May 2018 - September 2018
UI/UX Development Intern

    - Created UI/UX mockups and prototypes.
    - Helped build educational web applications using HTML, CSS, and JavaScript.
    - Designed the Academy's annual report using InDesign and Illustrator.
    - Updated the Academy's Mailchimp-based annual newsletter.

EDUCATION

Minneapolis College of Art and Design, Minneapolis, MN. ········· May 2019
MAJOR: Bachelor of Fine Arts in **Web and Multimedia Development**
MINOR: Creative Writing

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