

MUMINA ABDI

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Education	Michigan State University - East Lansing, MI <i>Bachelors of Arts in Games and Interactive media, GPA: 3.95</i>	Dec 2022
Experience	Wevise - Remote <u>Junior Software Engineer</u> <ul style="list-style-type: none">Collaborate with a team to develop full-stack applications using React, Next.js, Tailwind, MySQL, Prisma, and Node.js.Conducted QA testing to identify bugs and usability issues, logging findings in Jira to improve platform functionality.Participate in sprint tasks and team meetings; mentored by experienced members and contribute to a collaborative, impact-driven environment.	Nov 2024 - Present
	Headstarter AI - Remote <u>Software Engineer Fellowship</u> <ul style="list-style-type: none">Built AI projects in 5 weeks, showcasing rapid learning and adaptability.Coached by Amazon, Bloomberg and Capital One engineers on Agile, CI/CD, Git and microservice patterns.	July 2024 - Sep 2024
	Interim Healthcare Grand Rapids, MI <u>Certified Nurse Assistant</u> <ul style="list-style-type: none">Performed documentation on patient care information in patient medical records.Communicate effectively with patients, families, and healthcare team members.	Nov 2019 – Present
	Zephframe - Seoul, SK <u>Web Developer Intern/UX/UI Design Intern</u> <ul style="list-style-type: none">Planned and implemented design systems, style guides, and pattern libraries, and created a visually appealing website using WebFlow as per CEO specifications.Designed an intuitive door interface panel with real-time statistics and developed a dashboard, resulting in a 15% increase in efficiency.Collaborated with a team to develop and maintain the front-end, ensuring a user-friendly web application through close coordination with web designers.	Jun 2022 - Aug 2022
Volunteer Experience	Civicom Aid - Mombasa, Kenya <u>Web Developer</u> <ul style="list-style-type: none">Built a property website on WordPress for leasing and buying commercial and residential properties.Enhanced functionality by implementing WordPress plugins for improved user experience.	Jan 2024 - July 2024
	Wevise - Remote <u>Junior Software Engineer</u> <ul style="list-style-type: none">Drawn to Wevise's mission of promoting diversity and mentorship in tech, empowering those without traditional backgrounds.Engaged in building meaningful solutions alongside passionate volunteers, reinforcing the importance of mentorship and growth.	Nov 2024 - Present
Projects	FPS Mini Game - Sudothon 1.0 (Unity) <ul style="list-style-type: none">Collaborated with a teammate to design and implement a first-person shooter (FPS) mini game within a 24-hour hackathon, Sudothon 1.0.Utilized Unity game engine to create an engaging gaming experience where players shoot targets within a specified time frame.Successfully delivered a functional and entertaining mini game, earning positive feedback from peers and judges.	December 2023
	Religious AI Chatbot <ul style="list-style-type: none">Built an AI chatbot with Next.js, Material UI, and OpenAI to provide real-time, neutral religious information.Integrated OpenAI model for accurate, respectful responses and open dialogue on spiritual topics.Designed a responsive UI for seamless interaction and an engaging user experience.	July 2024
Skills	Programming Languages: Javascript, Python, C#, HTML, CSS, MySQL, Prisma Software: Visual Studio Code, Figma, Git, Unity, Arduino, Adobe XD, Webflow, WordPress, Other: TailwindCSS, Bootstrap, UI/UX design, React.js, Material UI, Next.js, Node.js, Jira	