Mohamad (Mo) Abdi

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Education

University of Washington, B.S. in Computer Science   Sept 2022 – Sept 2024

- **Relevant Coursework:** Data Structures and Algorithms, Computer Graphics, Systems Programming, Software Design and Implementation, Data Management (SQL), Hardware/Software Interface, Computer Security, Linear Algebra, Discrete Mathematics, Probability/Statistics
- **Activities:** Member of UW COM^2 Computer Science Club, Persian Circle at the University of Washington

Technologies

Languages: Java, JavaScript, Python, TypeScript, Python, C#, C/C++, SQL, Dart, HTML/CSS
Frameworks/Libraries: React, REST APIs, Node, Flutter, OpenCV, Java Spring
Developer Tools: Git, Linux/UNIX, Terraform, AWS, VS Code, Unity, Adobe Creative Cloud

Experience

Software Engineer Freelance/Personal Projects   June 2022 – Present

- Designed and deployed 2+ full-stack web and mobile applications using **React** and **Flutter**
- Integrated authentication across multiple apps using **OAuth**, securing access for **100+ test users**.
- Developed **CI/CD pipelines** using GitHub Actions to automate deployment workflows, reducing manual effort by **>80%**

Software Development Engineer Intern, Amazon – Seattle, WA   June 2024 – September 2024

- Migrated critical **cluster metadata** for the North America region from a legacy system to **AWS Aurora**, supporting over **500B+ transactions daily**, improving system consistency and scalability
- Reduced query latency by **45%** by re-architecting storage schema and indexing strategy, decreasing average response time from **120ms → 66ms**.
- Designed scalable solutions to manage metadata across **10,000+ server partitions and endpoints**, ensuring optimized data access and efficient load balancing.
- **Collaborated cross-functionally** with a team of 7+ engineers using **Agile methodologies** to deliver Sable's SLAs for **high availability**, **distributed consistency**, and system durability.

Software Developer, S.E.A.L Lab – University of Washington   October 2021– January 2022

- Built a **computer vision** mobile app in **Java/Python** for colon cancer patients to measure medical device dimensions, contributing **500+** lines of code.
- **Optimized image processing algorithms**, improving performance by **25%** and enhancing responsiveness.
- Collaborated with engineers and professors to deliver features on schedule, achieving **95%** on-time completion

Projects

Music Recommendation/Discovery App | *Flutter, Dart, REST, Node*   January 2025 - March 2025

- Developed in **Flutter** with Spotify integration surfacing **90+** personalized recommendations per user session using **custom REST APIs**
- Built API layer to process **6+** real-time user actions (like/dislike, audio preview, skip), optimizing for responsiveness.

Unity Racing Game | *C#, Unity, Adobe Creative Cloud*   February 2024 - April 2024

- Built with a custom Autumn-themed map; tested with **100+ gameplay sessions**, gathering player feedback to fine-tune mechanics.
- Designed game physics, controls, and 3D cutscenes using **C#** and **Adobe tools**, resulting in a polished player experience.

Group Activity Planning Platform | *JavaScript, Terraform, HTML, AWS, React*   January 2024 - March 2024

- Engineered with live polling and calendar sync; backend handled **up to 100** concurrent planning events using **AWS**.
- Deployed infrastructure as code via **Terraform**, improving provisioning time by **60%**, shipped MVP in **under 10 weeks**.