Mazen Kotb

EDUCATION

University of British Columbia (BA) - Vancouver, Canada

September 2019 - Present

- Major: Computer Science
- Grades: 90% Average, 96% Computer Science Average
- Trek Excellence Scholarship

Pinetree Secondary - Coquitlam, Canada

September 2015 - June 2019

- ♦ Honour Roll: Top 5% of Students
- 94% Average BC Excellence Scholarship
- Hosting/MCing at school events and conferences to groups of up to 400 people
- Selected as student representative to high-level government officials (e.g. Justin Trudeau) and celebrities

WORK EXPERIENCE

Zync Consultations LLC — Software Engineer

July 2017- Present (Remote - Full-time / Part-time)

- Developed software projects for clients ranging from small businesses to Fortune 500 companies
- Work alongside clients to create the product and user experience they envisioned; provided support, project management, and developed products directly as a consultant.
- Co-designed an in-house project which synchronizes the clipboard across all devices (Android, PC, macOS, Chrome OS)
- Developed cross-platform applications using React Native

FrozenOrb — Software Engineer

June 2016 - September 2018 (Remote - Part-time)

- Performed QA to improve code quality and performance for algorithms by up to 40%
- Used Vert.X and Java to build a coordinator/worker system for game queuing
- Implemented horizontal scaling by creating a cloud infrastructure program for managing players and servers across networks

SKILLS

- Programming Languages such as Java, Kotlin, JavaScript, TypeScript, Python, and Swift
- Utilities such as Git, Maven, SSH, Docker, Puppet, Ansible, Jenkins
- Databases and MQs such as MongoDB, Redis, MySQL, Apache Kafka, RabbitMQ
- ❖ Mobile & Web Development
- Web Extension Development
- Networking and Encryption
- Linux System Administration
- Public Speaking

PROJECTS

jTelegram

February 2017 - Present (github.com/jTelegram)

- Java API Wrapper for popular messenger's bot API
- Object oriented approach for an intuitive experience to creating a bot

TridentSDK

July 2014 - September 2016 (github.com/TridentSDK)

- Managed a team of 6 to design and develop a multi-threaded game server for Minecraft
- Used Java's Concurrency Library and Netty
- Focused on efficiency, testing, and thread safety