

Atta Navaid

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SUMMARY

Frontend-focused full-stack software engineer with experience building and maintaining production web applications in a startup environment. Strong background in React, TypeScript, and modern JavaScript frameworks, with hands-on experience working in Git-based CI/CD workflows, debugging production issues, and deploying user-facing features at scale. Passionate about building performant, maintainable interfaces and collaborating closely with cross-functional teams.

EDUCATION

University of Maryland Baltimore County, Baltimore, MD

Bachelor of Science in Computer Science, cGPA: 3.83

December 2022

Honors: *magna cum laude*, President's List, Dean's List

SKILLS

Frontend	React, Next.js, TypeScript, JavaScript, HTML, CSS, Tailwind, Bootstrap, MDX, SEO
Backend	Node.js, Express.js, REST APIs
DevOps & Tools	Git, GitHub, CI/CD pipelines, Vercel, Netlify, Render, Vite, Redux
Software	Cursor, Visual Studio, Adobe Photoshop, Illustrator, Substance Painter, Blender
Database Management	SQL, SQLite, MySQL, MongoDB
Operating Systems	Microsoft Windows 10/11, Linux (Debian)
Foreign Languages	English (native), Urdu (fluent), Hindi (conversational)

EXPERIENCE

Learn Prompting (Startup), Full-stack Developer (Contract), College Park, MD April 2024 – November 2025

- Built, enhanced, and maintained production frontend and backend features for learnprompting.org, a large-scale educational platform serving a global user base, supporting content delivery, navigation, and site performance
- Developed React and Next.js components using TypeScript, Tailwind, and MDX, with emphasis on performance, accessibility, and SEO best practices
- Contributed within a GitHub-based CI/CD workflow, resolving merge conflicts, participating in code reviews, and supporting automated build and deployment pipelines
- Debugged and resolved production issues by tracing application logic, data flow, and build output, improving site stability and user experience
- Collaborated asynchronously in a fast-paced startup environment, balancing feature development, bug fixes, and iterative improvements with minimal supervision

Freelance Developer, Catonsville, MD

August 2021 – Present

- Designed and sold game-ready low-poly 3D assets, adhering to technical constraints required for real-time rendering
- Built and maintained an end-to-end asset production pipeline using Blender, Substance Painter, and related tooling
- Published and managed products across multiple online marketplaces, handling updates and customer feedback
- Operated independently, managing timelines, sales data, and user support while delivering consistent digital products

PROJECTS

Rivals Compendium — <https://www.rivals-compendium.com> – Personal Project

- Designed and developed a production web application serving as a centralized data hub for a popular game from scratch
- Built with React, TypeScript, Node.js, Tailwind, and Markdown, featuring structured, SEO-conscious content
- Implemented scalable content systems to support frequent updates as the game evolves
- Deployed via Vercel under a custom domain and actively iterating toward monetization through advertising

COVID-19 County Dashboard – Academic Project

- Designed and implemented an interactive web dashboard visualizing COVID infection and vaccination trends across U.S. counties
- Built a dynamic frontend using HTML, CSS, and JavaScript with map-based geographic visualization and sorting controls
- Developed a Python-based backend data pipeline with a MySQL database to serve processed county-level data
- Integrated time-series charts to compare local and national trends and presented a working system through live demonstrations