

Mustafa Adnan

Software Engineer | Seeking Internship | Toronto, Ontario, Canada

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EDUCATION

University of Toronto

Honours B.Sc. in Computer Science; Software Engineering Specialist (Co-op)

Sep. 2024 – Present

Toronto, ON

EXPERIENCE

DevSlinger – Freelance

Web Development & Digital Solutions | AI, JavaScript, TypeScript, React, Next.js, Tailwind CSS, Node.js, Firebase, Git, Figma

Sep. 2025 – Present

Toronto, ON

- Developed tailored websites for 2 clients, including [Ahkam Academy](#) and [MFLRC](#).
- Built responsive AI-assisted React/Next.js frontends aligned with business, brand, and user requirements.
- Captured client requirements, translated needs into user stories, and iterated on UX/UI for client-facing sites.

Canadian Cyber – Intern, Part Time

Cybersecurity, Compliance, WordPress, Technical Writing, Client Discovery, ISO 27001, ISO 27017, ISO 27018, ISO 42001, SOC 2, vCISO, SharePoint

Jan. 2026 – Present

Toronto, ON

- Supported discovery and proposal calls for cybersecurity and compliance clients.
- Wrote cybersecurity blogs on current incidents and risk topics for client-facing education.
- Updated WordPress service pages to improve clarity, structure, and client-facing messaging.

BrandEQ – Web Developer Co-op

Web Development | WordPress, Squarespace, Wix, Custom Code

June 2023 – Aug. 2023

Toronto, ON

- Built and presented websites for 4 clients, adapting layouts to brand and business requirements.
- Implemented projects using WordPress, Squarespace, Wix, and custom code integrations.

Toronto Police Service – Youth in Policing Initiative

Community Engagement, Graphic Design, Event Support

Jan. 2023 – June 2023

Toronto, ON

- Designed 20+ posters and graphics for community engagement and awareness campaigns.
- Assisted in organizing public events and supporting community-facing programs.

PROJECTS

Articulax – AI-Powered Communication Feedback Web App | [GitHub](#)

Python (Flask), JavaScript, HTML/CSS, MySQL, AssemblyAI API, Cohere API

Apr. 2026

- Developed a deterministic scoring system for clarity, confidence, structure, relevance, and vocabulary using transcript-derived metrics such as WPM, pauses, filler words, and lexical diversity.
- Integrated AssemblyAI speech-to-text with word-level timestamps and confidence scores to analyze pacing, pauses, and delivery.
- Used Cohere embeddings with cosine similarity to compute semantic relevance between topic and transcript, and Cohere Chat to generate structured feedback.

CivicThreads – AI-Powered Civic Issue Platform | [GitHub](#)

Next.js, TypeScript, Firebase Auth, Firestore, Storage, Google Gemini API, Vercel

Apr. 2026

- Designed and implemented a scalable Firestore schema from cities to wards to threads to issues, with role-based access control for Residents, Ward Reps, and City Admins.
- Integrated Google Gemini API to cluster submitted issues into existing threads or generate new AI-based thread titles and summaries.
- Developed an interactive heatmap dashboard using normalized upvote and issue-count metrics, transaction-safe voting logic, and dynamic thread updates.

Asthma Tracking Android Application | [GitHub](#)

Java, Android Studio, XML, Firebase Firestore, Firebase Authentication

Dec. 2025

- Developed a multi-role Android application for asthma management, including symptom logging, medication tracking, and report sharing.
- Implemented Firebase Authentication with role-based navigation and scalable Firestore NoSQL schemas using structured collections and subcollections.
- Contributed to GitHub workflows, iterative feature delivery, UI development, testing, and debugging using an MVP design model.

Phone Application using Raspberry Pi & SIM7600 Module | [GitHub](#)

Python, AT Commands, Hardware Integration, Pygame, Raspberry Pi, SIM7600 Module

June 2024

- Built a software-hardware phone system enabling call initiation, reception, and persistent call logs using Python.
- Programmed and tested AT-command communication between the SIM7600 module and Python backend for real-time call control.
- Configured and validated hardware-software integration on Raspberry Pi; delivered an MVP and extended GUI using Pygame.

PolyGame – Multiplayer & Solo Mini-Games Platform

Python, Pygame, Object-Oriented Programming

June 2024

- Designed and implemented three interactive mini-games using object-oriented programming and modular architecture.
- Built a text-based authentication system and in-game token economy to unlock shop features.
- Coordinated team development, debugging, and feature integration across multiple game modules.

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript, TypeScript, HTML/CSS, SQL, JSON

Web & Backend: React, Next.js, Node.js, Flask, Tailwind CSS, REST APIs, WordPress, Squarespace, Wix

Mobile & Cloud: Android Studio, XML, Firebase Auth, Firestore, Firebase Storage, Vercel

Tools: Git/GitHub, Figma, Canva, Microsoft Office, Google Workspace

Concepts: OOP, Data Structures, Agile/Scrum, API Integration, UI/UX Fundamentals, MVP, MVC, SOLID, Design Patterns

AI Tools: LLM-assisted development, prompt engineering for debugging, refactoring, and documentation

RELEVANT COURSEWORK

Computer Science: Python, C, data structures, linked lists, binary search trees, recursion, memory allocation

Software Design: OOP, SOLID, design patterns, unit testing, JUnit/Mockito, Agile/Scrum, GitHub

Mathematics: Discrete mathematics, logic, proofs, induction, graphs, combinatorics, linear algebra, calculus

ACHIEVEMENTS

Top Male Graduate Award Recipient – High School Graduating Class of 2024

June 2024

LEADERSHIP & INVOLVEMENT

Founder & President, MSA

Student Council Equity Officer | *Twice Elected*

Computer Science Club Mentor

SATEC HACKS / SATEC STEM | *Marketing Lead & Full-Stack Development Workshop Lead*

Additional Leadership

- Served as Student Council Vice President Candidate, Equity Committee Administrative Lead, Volunteer NOW Events Lead, Prefect, and Model United Nations participant.