

Mustafa Al-Azzawe

FRONTEND DEVELOPER & DESIGN ENGINEER

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SUMMARY

Frontend developer and design engineer with a background bridging design and development — from Figma prototypes through to production-ready React applications. Experienced building scalable component libraries, accessibility-compliant interfaces, and data-driven products in fast-paced startup environments.

SKILLS

Frontend: React, React Hooks, TypeScript, JavaScript (ES6+), HTML5, CSS3, SCSS, JSX

Design & Accessibility: Figma, Responsive Design, Mobile-First, WCAG/AODA standards

State Management & Performance: Redux, Zustand, React optimization (memoization, lazy loading, code splitting)

Build Tools & Testing: Webpack, Vite, NPM, Yarn, NodeJS, JEST, Git

Backend & APIs: RESTful APIs, GraphQL, Flask, FastAPI, Firebase (Firestore, Auth, Hosting)

Cloud & DevOps: Google Cloud Platform (GCP), Docker, CI/CD, GitHub Actions

EXPERIENCE

HUMRĀ

Contract Design Engineer & Product Consultant

Toronto, ON, Canada

November 2025 - Present

- Contributed to product direction and design decisions as an embedded consultant — spanning UX, branding, and platform strategy
- Architected a multi-screen registration and assessment flow with a real-time admin dashboard, real-time match reveal, and a research-based compatibility algorithm informed by Gottman Institute findings
- Shipped to production for live events — 94% match rate among assessment respondents at debut event

Everything in Creation

Co-Founder & Design Engineer

Toronto, ON, Canada

June 2024 - Present

Design and development agency co-founded with a focus on brand identity, UX design, and web presence for small businesses.

- Conducted end-to-end UX process for client rebrands — competitive analysis, wireframing, and iterative Figma design rounds through to implementation
- Restructured site architecture and consolidated service offerings to reflect clients' strategic positioning and target markets
- Rewrote and optimized website copy with a benefit-driven, scannability-first approach across homepages, service pages, and SEO metadata

3D CityScapes / NTRY GTA / MetaWorldX

Software Developer

Toronto, ON, Canada

September 2021 - June 2024

Grew from individual contributor to leading frontend development across a connected group of architectural visualization startups, owning design-to-code workflows and component architecture for performance-critical 3D web applications.

- Developed React TypeScript applications for performance-critical 3D visualization, leveraging advanced optimization techniques.
- Built reusable component libraries translating Figma designs into production code, collaborating with UX designers and architects on software architecture
- Implemented state management with React Context API and Redux, with responsive mobile-first design patterns ensuring accessibility compliance

PROJECTS

Semantic Color Design System

[Github Repo](#) | [Live Preview](#)

- Built modular JavaScript (ES6+) application with focus on performance optimization and code maintainability following design system best practices
- Implemented comprehensive WCAG accessibility standards with real-time contrast validation for AODA compliance, deployed via GitHub Actions CI/CD pipeline

Devil Fruit Database

[Github Repo](#) | [Live Preview](#)

Full-stack React and Python application demonstrating end-to-end development, API integration, and cloud deployment.

- Developed responsive React TypeScript frontend using modern React patterns, hooks, and styled-components with mobile-first responsive design
- Built RESTful API integration with comprehensive error handling and asynchronous data management, deployed to GCP using Docker containerization and GitHub Actions CI/CD

EDUCATION

Ontario Tech University

BSc in Computer Science (Honours)

September 2016 - September 2021