Mayada Shaaban

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github | linkedin

Education

Bachelor of Computers and Data Science — **Oct 2020 - Jul 2024**

Alexandria University, GPA: 3.7 — *Alexandria, Egypt*

Skills

Languages	TypeScript | JavaScript | Python | Java | C++ | PHP
Frontend	React.js | Next.js | React Native | Tailwind CSS | HTML | CSS
Document & AI	TipTap | ProseMirror | PDF/Word Rendering | Rich Text Editors | OCR | PII Masking | AI Streaming
3D & Graphics	Three.js | WebGL | Unity WebGL | 3D Rendering | Animation
Tools & Technologies	Git | Docker | Node.js | MySQL | REST APIs | WebSockets | i18n | RTL

Experience

Ilegal Solutions — **Jun 2025 - Present**

Frontend Developer, Full Time — *Dubai, UAE*

- Built a multi-tenant legal AI platform using Next.js, React, and TypeScript, with separate portals for Super Admins, customers (tenants), and lawyers. Implemented role-based access control (RBAC) and tenant-specific workflows, including optional lawyer reviews of customer documents.
- Developed an AI chat interface with real-time streaming responses, conversation history, message updates, and handling for loading, errors, and interrupted responses. Integrated AI features for document analysis, summarization, and translation.
- Built custom PDF and Word document viewing and editing features from scratch, handling page rendering, pagination, text positioning, zooming, scrolling, and navigation across multi-page documents.
- Developed rich-text editing features with TipTap and ProseMirror, including custom extensions, formatting controls, and image uploads. Also built a commenting system from scratch, allowing users to select text, leave comments, and review document changes in context.
- Implemented Personally Identifiable Information (PII) masking for legal contracts, allowing users to identify, review, and hide sensitive information while keeping the rest of the document readable.
- Worked on OCR and document processing workflows for multiple file formats, and built Arabic and English interfaces using next-intl with full RTL support. Focused on responsive layouts and smooth interaction with large documents.

GameIN — **Nov 2023 - Jun 2025**

Frontend Developer, Full Time — *Dubai, UAE*

- Built interactive 3D web experiences using React, Three.js, and WebGL, working with 3D models, animations, and user interactions to bring Unity-powered experiences to the web.
- Integrated Unity WebGL builds into React applications, handling build initialization, loading states, and communication between JavaScript and Unity. Worked closely with Unity developers to connect web interfaces with 3D scenes and interactions.
- Improved Unity WebGL performance by optimizing build loading, asset delivery, and startup behavior, while addressing browser memory usage and rendering performance for smoother 3D experiences.
- Worked with 3D characters, models, textures, and animations to build interactive avatars with facial expressions and actions triggered by user input.
- Developed a real-time AI chatbot interface with speech-to-text and text-to-speech using the Web Speech API and WebSockets, connecting user conversations with animated 3D avatars.
- Added Arabic and English support with RTL layouts and improved website performance, reaching a 100/100 Lighthouse SEO score. Integrated Google Tag Manager, Microsoft Clarity, Hotjar, and Smartlook to track user behavior and improve the experience.

Achievements

ICPC – International Collegiate Programming Contest — **2022**

Regional Participant — *Alexandria, Egypt*

- Competed in regional programming contests, solving algorithmic and mathematical problems under time constraints while working with a team.