Luqmaan Yurzaa

Software engineer in Melbourne, building clean, fast apps for web and mobile with React, React Native, Next.js and TypeScript.

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Experience

Software Developer Intern · Upscale Solutions

Nov 2025 – Jan 2026

- Built full-stack client features with React on the front end and Ruby on Rails + PostgreSQL behind it.
- Took UI work from spec to production, building reusable React components shared across client projects.
- Worked day to day in a Linux and Docker environment, keeping local and deployed builds consistent.

React · Ruby on Rails · PostgreSQL · Docker

Software Developer · BundleSync

Mar 2025 – Oct 2025

- Built out the company's Next.js + TypeScript web app at an early-stage startup.
- Owned frontend features end to end: component design, state, API integration and responsive layout.
- Worked across product and engineering in a small team, shipping in short iterations.

Next.js · TypeScript · React

Projects

Twine

Oct 2025 – Present

A React Native app built around an interactive isometric garden, animated with Rive. On TestFlight.

- Rendered the garden in Rive with nested artboards bound to FlowerVM/GardenVM view models.
- Wrote Lua scripts in Rive for isometric coordinate maths and a GardenController that enforces single selection across flowers.
- Moved drag and reorder animations onto the UI thread with Reanimated to keep frame rates stable.
- Fixed a blurry drag animation by moving scaling from layout resizing to GPU transforms.
- Worked around a cross-platform Android bug where view-model changes didn't reach the state machine.
- Added time-of-day backgrounds driven by a sunrise/sunset API.

React Native · TypeScript · Rive · Reanimated

Projects

Frequency

Jun 2025 – Present

A party word-guessing game for playing in the same room, built in Flutter.

- Built online multiplayer where players join with six-character codes and every device stays in sync through Firestore streams.
- Drove screen navigation from a game-status state machine stored in Firestore, so all players move between screens together.
- Cut Firestore reads and cost with stream de-duplication, caching and rate limiting.
- Let players rejoin a live session after an app restart, and cached categories so the game works offline.
- Shipped premium decks with in-app purchases and purchase restore, plus custom animations, haptics and sound on swipe gestures.

Flutter · Dart · Riverpod · Firebase Firestore

EdVantage

Feb 2023 – Nov 2023

A team-built education platform for Monash University nursing students.

- Built the web app in React, keeping data handling efficient and the UI responsive.
- Developed secure API endpoints for sensitive educational data, with validation and encryption to prevent unauthorised access.
- Optimised API calls and database queries to improve load times.
- Containerised the app with Docker and deployed it on AWS, keeping development and production environments consistent.

React · REST APIs · Docker · AWS

Skills

Frontend	React, Next.js, TypeScript, JavaScript, HTML, CSS, responsive layout, component libraries
Mobile	React Native, Flutter/Dart, Reanimated, gesture handling
Animation	Rive (state machines, data binding, Lua scripting), GPU transforms, UI-thread animation
Data & backend	Firebase Firestore (streams, offline cache), REST APIs, PostgreSQL, MongoDB, Ruby on Rails, Node.js
Tooling	Docker, Linux, Git, AWS, Python

Education

Bachelor of Software Engineering

Mar 2020 – Oct 2025

Monash University, Melbourne