

Nabil Mansour

Toronto, Ontario, Canada | nabilnymansour@gmail.com | [LinkedIn](#) | [Github](#) | [Portfolio](#) | [YouTube](#)

EXPERIENCE

Stempad — YC S24

Aug 2025 – Present

Founding Software Engineer

Toronto, Ontario, Canada

- Integrated **agentic AI** into the editor, enabling intelligent client-side insertions within the Stempad editing environment.
- Built and integrated a performant **data table element** into the editor, enabling flexible workflows for users.
- Improved rendering speed and state synchronization by leveraging **Zustand** for global state management and **Plate.js** for rich-text editing, reducing UI latency and boosting responsiveness.

Stably AI — YC W22

Jan 2025 – Jul 2025

Founding Software Engineer

San Francisco, California, United States

- Collaborated on an **AI-powered no-code testing platform** with a visual editor for creating **Playwright** and **Appium** tests, supporting **auto step generation** and **self-healing** in isolated VMs.
- Ensured stable VM session lifecycle by syncing **Next.js** FE/BE, **Prisma**, and VMs through **message passing**, resolving **race conditions**.
- Engineered custom **Playwright** and **Appium** scripts in VMs for advanced web and mobile automation.
- Built a robust element locator system handling complex DOMs including **Appium XML**, **iframes**, **shadow DOM**, and **web components**, improving test stability by **90%**.
- Implemented **optimistic updates** for **TanStack TRPC**, eliminating a class of persistent UI/UX bugs and improving responsiveness with a **300ms load time reduction**.

DataAnnotation

Apr 2024 – Dec 2024

AI Code Solutions Trainer

Toronto, ON, Canada

- Evaluated and debugged AI-generated code solutions across languages (**Python**, **TypeScript**, **HLSL**, **C#**, **C++**, etc.) and domains including **math**, **CS**, and **linguistics**.
- Authored alternative, optimized solutions for complex problems when AI responses were incomplete or incorrect.
- Ensured solution quality by systematically testing and validating AI outputs against problem requirements.

Fairly AI

May 2022 – May 2023

Software Engineer Intern

Toronto, ON, Canada

- Built **Streamlit** apps and **Jupyter** notebooks to showcase internal tools used in leadership demos.
- Accelerated **data validation** on **10+ TB** using **PyTorch**, and **Dask**, improving performance by **70%**.
- Built end-to-end auth with **Oso RBAC** and redesigned **Postgres** schema for multi-level org/user permissions.

Toronto Metropolitan University

May 2021 – Apr 2022

Teaching/Research Assistant

Toronto, Ontario, Canada

- Developed an **auto-marking** program in **LISP** that reduced the marking time by **10+ hours per week**.
- Led tutorials, reviewed student code, and advised on writing cleaner, more efficient solutions using best practices.
- Taught CPS305 (**Data Structures**) and CPS506 (**Comparative Programming: Smalltalk, Elixir, Haskell**)

PROJECTS

Phibelle | *Typescript, Next.js, React, Three.js/R3F, React-live, TailwindCSS* | [Website](#)

Jan 2026

- Developed an online **AI-powered game engine** for designers and developers to build interactive scenes.
- Built a user-friendly interface for designers to modify 3D scenes **without coding** and integrated AI tools using **Open router's API** for **script generation** and scene customization.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C#, Postgres, SQLite, HTML/CSS, GLSL, HLSL, Java, C/C++, Elixir
Frameworks: Node.js, Next.js, React, Clerk, Stripe, Drizzle, Prisma, Flask, ExpressJS, SQLAlchemy, Pytorch, Numpy, Pandas, Dask, OpenGL, Three.js, R3F, Material UI, Mantine UI, Socket.io, Selenium, Playwright, Appium, Tanstack
Developer Tools: Git, Talend, DigitalOcean, Linux, Jira, Arduino, VS code, VS studio, Vim, Emacs
Others: Unity Game Engine, Blender, Photoshop, Illustrator, ShaderToy, MATLAB, VirtualBox, Fusion360

EDUCATION

Toronto Metropolitan University (Formerly Ryerson)

Bachelor of Science (Hons.) in Computer Science, Minor in Philosophy

Toronto, Ontario, Canada

Sep 2019 – May 2024