

I am a builder at heart and a life-long learner. Currently, seeking a new position at a fast-growing company where I can solve complex problems and work on useful projects.

## SKILLS

- **Programming Languages:** Java, Python. Exposure to other languages including C++, Groovy among others in different projects.
- **Mobile Application:** Exposure to Native Android, Native iOS and React Native.
- **Data Engineering & Analytics:** Data modeling, Hadoop, Python for data analysis, SQL, NoSQL: MongoDB.
- **Web development:** JavaScript, TypeScript, HTML, CSS, Bootstrap, Angular, Spring Boot and exposure to React, Django.
- **Design:** UX and UI.
- **Integrations:** Leveraging APIs across applications.
- **Reverse Engineering**

## EXPERIENCE

### Custom Software Development

September 2018 – May 2019

#### *Software Developer*

Worked on projects through a third-party contracting and freelancing including:  
Building a website for a consulting business (Customer Success for SaaS Companies).  
Analyzing customer data and building dashboard.  
Writing Python scripts for debugging.  
Used: Python (various libraries), Django, Jupyter Notebook, XML, HTML, Bootstrap among others.

### Contracting, San Francisco, CA

October 2017 – May 2019

#### *Mentor*

Collaborated with training schools in the Bay Area. Python (2018-2019: fundamentals and frameworks). JavaScript (2018: Building apps using JavaScript frameworks for learning purposes). C++ (2017: Game GUI, modification, refactoring and implementing design patterns). Java (2017: fundamentals). Providing training to use version control.

### Schwenker Group, San Francisco, CA

July 2017 – August 2017

#### *Independent Contractor/Consultant*

Contributed in analyzing, explaining and writing about technologies and software architecture in a hyperledger-blockchain project. All works are based on reverse engineering the initial project for one of the blockchain platform implementations.

## Projects

### Technical Project Management

2016 - 2017

Contributed to SDLC Phases. Understanding Agile Principles, Scrum Framework, Roles/Responsibilities, Documentation. Used: PM tools (Mostly, Microsoft Project Software).

### Local Business Analysis Through Yelp Dataset

March 2017

Analyzed Yelp business dataset. Used: MongoDB.

### Airport Data Analysis

April 2017

Analyzed Airport Data from the Bureau of Transportation Statistics. Used: Hadoop (Basic HDFS operations, Hive, Pig to perform ETL and load data, HBase and Hadoop streaming).

### UX/UI Projects

April 2017

Contributed to UI/UX for mobile applications. Used: AdobeXD, Sketch.  
Contributed to UX writing.

### Web Application

February 2017 – May 2017

Contributed to a full-stack web application. Used: Gradle, Spring Boot, Groovy, Angular.  
Taught myself Django and implemented it to build a boilerplate web app that can be reused in projects or MVP.

### Yad

February 2016 – May 2016

Geolocation Professional Networking Mobile App. Contributed to several phases including writing part of the requirements, system modeling, designing user interfaces and prototypes.

### Applications

November 2014 – April 2015, 2016

Mobile: Worked on an Android project, Camera and Image galleries (2015). Contributed to iOS app, UI (2016).  
Ecommerce: Integrating ecommerce platform and APIs to provide ecommerce solutions in a small-business project.

### SSPC

January 2011 – June 2011

Sensor-based Simulation for Pedestrian Crossing. Focused on building a system to monitor dynamic traffic lights. Contributed to several parts in the project including writing requirements, designing, coding some parts and writing documentation. Used: .Net, C#, MatLab.

### Small projects

2009 – 2010

Contributed to projects in compiler design, computer networking projects, distributed and parallel computing among other projects.  
Used: C++, Java and Cisco tools.

School projects: Worked on different projects including technical writing, writing software design document, implanting MapReduce and analyzing data mainly in Python among other projects.

## EDUCATION

### Master of Science, Software Engineering

GPA: 3.35/4.00

**Coursework:** Software Engineering I (Overview, Requirements, and Modeling); Data Modeling; Software Engineering II (Software Design); Software Engineering Seminar; Software Testing and Verification; Software Quality Assurance; Software Project Management; Software Architecture; Graphical User Interface Design; Web Application Development, Big Data (Strategies, Services, Analytics).

### Bachelor of Science, Computer Science

GPA: 4.75/5.00

**Coursework:** Programming Languages; Software Engineering; Data Structures; Compiler Design; Operating Systems; Computer Architecture;

Computer Graphic; Computer Recognition; Distributed and Parallel Computing; Network Fundamentals; Network Security; Numerical Computation; Discrete Mathematics; Databases; Information Management; Artificial intelligence and other courses.

### **Volunteer**

Tech Advisor, BUILTBYGIRLS, San Francisco, CA  
Startups Demo Day, 500 Startups, San Francisco, CA  
Mobile Interactive Prototyping Series at Udemy, CascadeSF, San Francisco, CA

February 2019-March 2019  
July 2016  
July 2016

### **Details (Examples):**

Experience working on JavaScript-driven user interfaces.  
Experience working on JavaScript, TypeScript, HTML, CSS.  
Experience working on JavaScript frameworks including Angular and exposure to React.  
Experience working on Java, Python. Exposure to Groovy.  
Exposure working on Spring Boot, Hybernite, JPA.  
Exposure working on Django.  
Exposure to Selenium, Spock, Karama and Geb.  
Exposure to mobile native: Android (Java, 2015), iOS (Swift, 2016). Hybrid: JavaScript frameworks such as ReactNative.  
Understanding and exposure to SOA, MVC, microservices, REST among others.  
Understanding and exposure to different design patterns.  
Experience working with data modeling.  
Experience working with database, SQL, NoSQL: MongoDB.  
Experience working on Mapreduce, Hadoop, Python for data analysis, writing Python scripts for XML files.  
Experience working on UX research and designing UI.  
Experience in leveraging APIs across applications.  
Experience in reverse engineering and refactoring.  
Experience working on SDLC and understanding different models.  
Experience working on GitHub, Git, exposure to other DevOps such as Gradle.  
Experience working on editors such as IntelliJ, Visual Studio Code, CLI. Exposure to Webstorm, Atom, Sublime Text and Jupyter.  
Ability to learn new and different technology stacks, independently.