ALI M.

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EDUCATION

- Bachelors of Science in Computer Science w/Minor in Mathematics at Virginia Tech
- Expected Graduation Date: May of 2020; GPA: 3.715

TECHNICAL SKILLS

- **Java** (Very Proficient); **Swift** (Very Proficient); **C** (Very Proficient); **SpriteKit** (Very Proficient); **Unit Testing w/ JUnit** (Very Proficient); **Git/Github** (Proficient); **Node.js** (Familiar)

iOS APPLICATIONS

GalacticMunch (March 2018 - May 2018, 1 person project):

- Link to application on app-store: https://apple.co/2rt3HlB
- iOS mobile-game which takes players on a journey to consume planets and stars across increasingly difficult levels.
- Built natively with Swift, using the SpriteKit Game Engine, and monetized via AdMob.

SketchPal (December 2016 - March 2017, 1 person project):

- Link to application on app-store: https://apple.co/2oWsBcS
- iOS utility application that enables users to upload images to sketch on, save images that have been sketched out, and create sketches from scratch.
- Built natively with Swift, Interface Builder/Storyboards, Core Graphics, and monetized via AdMob.

WORK EXPERIENCE

StreamLabs: Brand Analyst (June 2015 - current; remote work)

- Curated written/video content to deploy to reddit, specifically targeting relevant audiences involving content-creating and gaming/eSport enthusiasts.
- Over the span of 2.5 years, drew over 2.7M unique user sessions across StreamLabs owned platforms (streamlabs.com and formerly vulcun.com).
- Developed and deployed Twitter chatbots to manage/answer general user questions. Used Twitter's API as my backend and node.js as a server-side framework.
- Used StreamLabs' primary Twitter account for more detailed user feedback/interactions.