# Isaac Sheikh

Full-Stack Software Engineer with eight years of development experience

sheikhisaac@gmail.com • Washington D.C. Metro Area • (918) 520-4829 • isaacsheikh.com

## RELEVANT EXPERIENCE

### Software Engineer @ Telos
Aug 2017 - Present // Ashburn, VA
> Corresponding directly with the CTO Board for platform functionality and use-cases
> Continuing development of T-Blockchain, focusing primarily on the front-end component of the platform
> Utilising Java, Electron, HTML5, CSS3, Javascript, Hyperledger Composer, and REST API

### Chief Technology Officer @ Public Bloc
Oct 2017 - Jan 2018 // Washington, D.C.
> Collaborated with company executives to determine key features of trade-based Blockchain platform
> Assisted with hiring of engineering team for the company
> Established development timeline for end-user product
> Developed investor and market webpages
> Delivered timely and relevant updates to whitepage
> Utilised HTML5, CSS3, Javascript, Bootstrap, and Solidity

### Software Engineer/Innovation Intern @ Telos
May 2017 - Aug 2017 // Ashburn, VA
> Researched applications of Blockchain technology for use in developing proprietary Blockchain software
> Led team of three developers through creating a prototype of T-Blockchain
> Utilised Java, JavaFXML, MySQL, Rust, Oracle DB, Javascript, Multichain, Solidity

### Information Technology Services Team Lead @ ODU
Feb 2016 - May 2016 // Norfolk, VA
> Assisted with tasks in library including, but not limited to, printer issues, scanner issues, and network issues, along with providing exceptional customer service.
> Took initiative to act as receptionist: answering calls, providing technical support, and maintaining scheduling database.
> Assisted with the training and management of new employees.

## EDUCATION

### George Mason University
2017 - Present // Fairfax, VA
B.S. in Computer Science
Concentration in Artificial Intelligence
Expected December 2019
GPA: 3.89/4.0

## SKILLS

### Programming Languages
Java, Javascript(ES6), HTML5, CSS3, Python, C++, Objective-C, SQL, PHP, Swift, Oracle DB, Go

### Frameworks/Libraries
TensorFlow, Angular, Spring, REST API, React, Electron, Bootstrap, Spotify API, Node

### Development Tools
Git, MySQL, Visual Studio Code, IntelliJ, Firebase, Amazon Web Services

### Design Tools
Gimp, Adobe Creative Suite, Autodesk Inventor, Flinto

## AWARDS

**First Place** // DevFest DC 2017

## INTERESTS

Linguistics, Traveling, Cooking, Designing

## Links

**Github** - github.com/sheikhisaac/
**Linkedin** - linkedin.com/in/isaacsheikh/

## RECENT PROJECTS

### T-Blockchain

`May 2017 – Present`

  > Innovative, desktop-based Blockchain platform designed for enterprise use
  > Designed and developed the entire front-end portion of the platform
  > Worked on developing the integration algorithm to display queried JSON elements using Javascript
  > Utilised HTML5, CSS3, Hyperledger Composer, Javascript, Bootstrap, and Electron

### Morning Spot

`Jan 2018 – Present`

  > Commercial mobile app developed to allow users to set songs from their Spotify playlists as alarms
  > Designed and developed the UI of the application and created the graphics using Adobe Creative Studio
  > Developed the parsing algorithm used to communicate data to and from the Spotify API
  > Built using Swift 4, Spotify's Web API, and xCode

### Ramen Tips / League Mentor

`Nov 2016 – Nov 2017`

  > Skills designed for Amazon Alexa smart devices
  > Utilised Amazon Web Services, specifically Amazon Lambda and Amazon Development Portal
  > Built using Node.JS with the Amazon Alexa voice recognition SDK.

### Chord

`Oct 2017`

  > Commercial, desktop-based drill design software built with Java, Electron, and Firebase

### Drillbook - Electron

`Nov 2015 – Nov 2017`

  > Redesigned "Drillbook" using Github's Electron framework
  > Worked directly on the output algorithms that stored data into XML pages and JSON schemas
  > Incorporated Google Firebase support to handle any server traffic and cloud data storage
  > Utilised Java and JavaFX to build out the back-end of the software
  > Utilised HTML5, CSS3, and Javascript to handle the front-end of the software

### Andple

`Mar 2012 – Oct 2015`

  > Android game app built using Android Studio
  > Initially built using Java, but eventually ported over to Python in order to utilise the various libraries
  > Designed all of the graphics and the UI to keep a track of users and high scores.

### Turtle Draw

`Jun 2009 – Dec 2011`

  > Desktop Java application designed to create geometric drawings with "Turtles"
  > Incorporated a variety of JavaFX elements to update displayed animation through the UI
  > Created "Turtles" that leave colored trails in patterns based on a number of mathematical equations