Isaac Sheikh

Software Engineer / Data Analyst

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About Me_____

Programming Languages Go • Javascript(ES6) • Python 3 • R • SQL • Swift

Frameworks/Libraries/Tools AWS • Azure • Django • Docker • Flask • GCP • MongoDB • Numpy • Pytorch

SciKit-Learn • Tensorflow • Tableau

Education George Mason University: Fall 2017 - B.S., Computer Science

Old Dominion University: Fall 2020 - B.S., Psychology

Professional Experience

Discovery Communications, Inc.

Silver Springs, MD

Software Engineer

(Contract Position) Nov 2018 - Jan 2019

- Streamlined metadata gathering techniques for broadcast media using Python
- Implemented proprietary authentication features for media delivery applications using Angular
- Worked with AWS Elemental Live APIs to create a client-facing user interface for media delivery with Python
- Completed a Google Cloud Developer and an AWS certification course

Sequoia Holdings, Inc.

Reston, VA

Back-end Software Engineer

(Laid Off: Budget Cuts) May 2018 - Jul 2018

- Ported over company codebase from Java 7 to Python 3
- Wrote and productized a decentralized blockchain network for enterprise using Python/Flask
- Delivered company-wide presentation sessions to guide product direction for blockchain

Microsoft Washington, D.C.

Blockchain & AI Lead (Contract Position) Apr 2018 - May 2018

- Developed a cross-platform blockchain platform with React and React Native
- Spearheaded codebase documentation and provided expertise towards policy making and legal protections
- Developed a Convolutional Neural Network to streamline pdf analytics using Tensorflow
- Utilised Azure Machine Learning to create a query portal for categorising CNN outputs
- Provided in-depth analytical presentations created with R/Tableau

Telos Corporation

Ashburn, VA

Software Engineer - Innovation Team

May 2017 - Mar 2018

- Utilized Github's Electron framework to build out a cross-platform dashboard UI for a desktop blockchain application
- Worked with the backend team to configure Hyperledger Composer and build REST APIs for productization

Old Dominion University

Norfolk, VA

IT Tech Lead

(Internship) Oct 2015 - May 2016

- Guided sensitive IT team projects and assisted with new member training/management
- Managed user database using SQL and utilised data to ensure productive downtime behind the desk

Freelance Experience______

Soko Washington, DC

Lead Mobile Engineer Jul 2018 - Dec 2018

- Utilising Flutter and Dart to design and develop an application that connects consumers to locally owned businesses
- Deploying mobile applications to App Store and Google Play

Public Bloc Washington, DC

Chief Technology Officer

Oct 2017 - Feb 2018

- Hired engineering team and led coding sprints
- Developed and deployed company website
- Identified and tracked success/tracking metrics to enable growth of the start-up / platform

DrillBook Ashburn, VA

Software Engineer Apr 2017 - Feb 2018

- Ported over Java Swing Front-End UI to Github's Electron in order to increase user retention
- Developed product website using HTML/CSS/jQuery to increase monetisation for company

Ashtech Ashburn, VA

Software Engineer Apr 2015 - Feb 2017

- Developed microservices using Go for controlling hardware inputs
- Developed Arduino programs to control micro-computer

Techtagon Ashburn, VA

Technical Writer / Editor Jul 2014 - Oct 2015

- Oversaw development and growth of small-scale, technology-oriented website
- Edited and cultivated content for writers on the team
- Led social media and community outreach programs

Projects / Awards_____

Chord

- Won first place during Google Firebase Hackathon with a real-time audio commenting tool for musicians utilising Google Firebase and Javascript

Walmart.Search

- Developed a CLI tool for testing Walmart's Product, Search, and Recommendations API using Python 3

Perseus

- Developed and released a real-time chat bot for Discord using Python 3

GoQuiz

- Developed a quiz game using Go that accepts a question/answer key via a .CRV file and prompts the users to take the quiz

GoShort

- Developed a tool for shortening html links, similar to goo.gl and bit.ly, using Go