

Isaac Sheikh

Full-Stack Software Engineer

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EDUCATION

George Mason University

B.S., Computer Science

SKILLS

Programming Languages

CSS3, HTML5, Java, Javascript(ES6),
Python, R, SCSS, SQL, Swift, Go, Solidity

Frameworks/Libraries

Angular, AWS, Azure, Electron,
Node.js, Rails, React/Redux,
React Native, Rest, Ruby,
Spotify API, Spring Boot,
TensorFlow, Webpack, YouTube API

PROJECTS

CalVid

2018 // Developer

- Developed a React Native application utilising the Youtube API

Morning Spot

2018 // Developer

- Developed an iOS app in Swift utilising the Spotify API

Chord

2017 // Winner of DevFest DC

- Developed an interactive web application utilising HTML5, CSS3, and vanilla javascript

Ramen Tips

2017 // Five Stars on Amazon

- Created an Alexa skill using Node.js and NLP modules

RELEVANT EXPERIENCE

Software Engineer @ Sequoia Holdings, Inc.

May 2018 - Present // Reston, VA

- Developing an enterprise-grade blockchain platform using Java, Spring Boot, and Solidity
- Developing example modules to demonstrate the functionality of the platform to clients

Lead Blockchain & AI Developer @ New Signature

Mar 2018 - Apr 2018 // Washington, D.C.

- Developed a transformative blockchain platform utilising React, React Native, HTML5, SCSS, and Solidity
- Developed CNN for document analysis using Tensorflow

Software Engineer - Innovation Team @ Telos

May 2017 - Mar 2018 // Ashburn, VA

- Developed a custom enterprise-grade blockchain platform using Electron, Hyperledger, and Rest

Chief Technology Officer @ Public Bloc

Oct 2017 - Jan 2018 // Washington, D.C.

- Hired engineering team and led coding sprints
- Developed and deployed company website

IT Team Lead @ Old Dominion University

Oct 2015 - May 2016 // Norfolk, VA

- Provided technical support to University members
- Managed user database using SQL
- Trained and managed new team members

Software Engineer @ Freelance

May 2008 - Mar 2015 // Remote

- Developed iOS budgeting and finance tools
- Developed Android applications using Java and Python
- Developed Desktop games using Unity and C++
- Worked on simple quantitative analysis using R and SQL
- Developed web applications using Ruby and Angular