

# Isaac Sheikh

iOS Engineer / Blockchain Engineer

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## About Me

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<b>Programming Languages</b>	Javascript(ES6) • Kotlin • Python 3 • SQL • Swift 4
<b>Frameworks/Libraries</b>	Cocoa Touch • Firebase • MySQL • NodeJS • React • React Native
<b>Education</b>	George Mason University Fall 2017 - B.S., Computer Science
<b>Certifications</b>	Swift 4 • Python 3 • React Native / Redux

## Experience

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### Confidential Company

**Remote**

Lead Mobile Developer (Freelance)

Jul 2018 - Present

- Developing a cross-platform app for local business outreach and customer reviews using React Native, Swift 4, and Kotlin

### Sequoia Holdings, Inc.

**Reston, VA**

Senior Full-Stack Engineer

(Budget Cuts) May 2018 - Jul 2018

- Translated company codebase from Java to Python via a series of blockchain MVPs
- Wrote and productized a decentralized blockchain network for enterprise using Python
- Developed a REST API with Flask for users to communicate with the network
- Delivered company-wide presentation sessions to guide product direction for blockchain

### Microsoft

**Washington, D.C.**

Blockchain & AI Lead Engineer (Contract)

Apr 2018 - May 2018

- Developed a cross-platform blockchain platform with React and React Native
- Developed a Convolutional Neural Network to streamline pdf analytics using Tensorflow
- Utilised Azure Machine Learning to create a query portal for categorising CNN outputs
- Utilized Swift 4 in unison with Azure for researching a decentralized blockchain iOS app

### Telos Corporation

**Ashburn, VA**

Front-End Software Engineer - Innovation Team

May 2017 - Mar 2018

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

### Old Dominion University

**Norfolk, VA**

IT Tech Lead (Internship)

Oct 2015 - May 2016

- Oversaw and guided IT team projects and new member training
- Managed user database using SQL

### Ashtech

**Ashburn, VA**

Software Developer (Freelance)

May 2008 - Oct 2015

- Launched budgeting and photo-editing apps for iOS using Swift
- Launched 2D platformer games for Android using Java and Python

## Projects / Awards

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### Chord

- Won first place during DevfestDC with a real-time audio editing tool for musicians utilising Firebase

### Chef.io

- Launched an iOS app for users to read, review, and upload recipes, developed with Swift 4