

Isaac Sheikh

Full-Stack Software Engineer with eight years of development experience

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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, JavaFX, 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/](https://www.linkedin.com/in/isaacsheikh/)

See next page for projects

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

- > Web application for musicians to improve their practice sessions deployed on Google Firebase
- > Built with HTML5, CSS3, and Javascript

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