

M. Sakeeb

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OBJECTIVE Frontend developer, great knowledge with backend. Skilled in various languages and hardware engineering. Looking for beginner/intermediate position.

EDUCATION **Bachelor of Science (Major: Media Technology)**, Woodbury University, Burbank, CA (08.2014 – 05. 2018)

SKILLS

- Programming Language: JavaScript (A), Python (A), C# (I).
- Library & Framework: jQuery (I), React (I), Express (B).
- Adobe (A): Dreamweaver, Illustrator, In-Design, Photoshop, After Effects, Premiere.
- 3D Modeling + Animation (I): Maya, Rhinoceros 3D.
- Game Development + VR/AR (I): Unity, HTC Vive, HoloLens.
- Visual Programming: TouchDesigner (A), MaxMSP(I).
- Digital Fabrication (I): 3d Printing, Laser Cutting.
- Version Control: Git.
- Microcontroller (A): Arduino, Raspberry Pi.
- OS: Linux (I), MAC (A), Windows(A)

*Basic: B,
Intermediate: I,
Advance: A.*

WORK EXPERIENCE **UI Developer, SeePoint, LLC, CA (2019 – 2020)**

- Research and development in kiosk technology and software.
- Built add-ins for custom kiosk software.
- Created user contents for customer.

IT Support, IFERS (Nonprofit), CA (2018 - 2019)

- Assisted with technical support in computer application.
- Advertise and client relationship management.

Intern, VirtuLabs, CA (2017)

- Composed digital interactive experience with TouchDesigner.
- Worked with various hardware such as laser light technology, DMX controller, Ether Dream, smoke machine.

IT Support, Woodbury University, CA (2016 - 2018)

- Performed on campus networking (Switch, Router installation)
- Helped students troubleshoot their system (PC, MAC, 3D & Laser Printers)
- Provided drone support and supervision.

PUBLICATION Sakeeb, M. Communication: ACM - Computers in Entertainment. 2015.
<https://cie.acm.org/blog/communication/>