HALAH AL- SHAIKHLY
FULL STACK SOFTWARE ENGINEER

SUMMARY

Full Stack software engineer and iOS Mobile Developer with a passion for javascript's callbacks , AngularJS services , neat code, clean UI , design patterns, and building custom UI components for iOS .

SKILLS

WEB DEVELOPMENT: Javascript, CSS, HTML, NodeJS, ExpressJS, AngularJS, PostgreSQL
IOS DEVELOPEMENT: objective-c, Swift
OTHERS: teaching, public speaking

EDUCATION

University Of Jordan
Bachelor of Science Computer Engineering 2012

Galvanize
Full Stack Immersive Web Development 2016

PROJECTS

CodeQuest
Full Stack application that is the database for discovering the questions that are being asked at interviews.

Take a Hike
A expressJS app, made by team of two, that gives users recommendations for local hikes in WA based on current weather conditions.

Job Land
iOS app that is similar to linkedIn minus the social aspects.

Xplore
iOS app that is a treasure hunt game based on current location. Xplore is completely made with Swift.

GColour
Coloring book for preschool children.

GMatching
Memory Game (iOS)

CONTACT

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⦿ halahRaadSalih

EMPLOYMENT

IBM
SF, CA
Freelance Web Developer · Mar 2016 to Current
Building the website for The Open Analytics Ecosystem Pilot Community.
- Responsible for designing, developing and maintaining the Open Analytics Ecosystem Pilot Community Website.

Simple World For Smart Technology Solutions
Amman, Jordan
iOS Software Engineer · Jul 2014 to Oct 2015
Creative Web Solutions Startup .

- Responsible for designing and developing iOS applications.
- Built an iOS treasure hunt game called XPlore with Swift.
- Worked with team of 4 to build JobLand , an iOS App to disrupt the recruitment industry, making it easy, smart, and very cost-effective for companies to find the right talent.
- Used Swift and objective c to to implement iOS applications .

Gilgamesh Animation Studios
Amman, Jordan
Game Developer and iOS Developer · Feb 2013 to Jul 2014
3D Animation Company creating 3D animated series and mobile games for preschool children.

- Responsible for designing, developing and maintaining two unity3D games and 5 iOS games.
- Lead teams of 2-3 people to create mobile games and applications
- Used c# to create games.
- Used objective c to build iOS games
- Became project manager of 6 complex projects focused on building, designing the game from scratch.

AWARDS

Booz Allen Hamillton/VA · VA Brain Trust Hackathon SF Feb 2016
First place winner of VA Hackathon for product execution.

VOLUNTEERING

Galvanize · Instructor
Feb 2016 to Current
Teaching a an introduction to Javascript workshop

Galvanize · Teaching Assistant
Jan 2016 to Current

Developer's Week · Stage Management
Feb 2016 to Feb 2016