Saif Khan

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www.github.com/migoden

SUMMARY OF QUALIFICATIONS

- Algorithmic and programming skills developed through passionate involvement in clubs, competitions, courses, and personal projects.

- Proficient in developing **Android** and **iOS** apps

- Experience developing with **Java**, **C++**, **Objective C**, **JavaScript**; with exposure to **HTML**, and **SQLITE**; using tools **Git**, and GitHub

- High interpersonal skills and demonstrated ability to complement any work environment

WORK EXPERIENCE

Agile Engineer, Xtreme Labs (acquired by Pivotal Labs)   **8/2013 - Present**

- Developed on Android, iOS, and web platforms for high-profile clients in teams of two to ten

- Extensively worked on two banking Android apps to securely manage sensitive user information from API response through updates to various UI elements.

- Developed modular game skeleton which allows non-technical users to create simple drag-and-drop style multi-media games for **www.abcmouse.com** Worked with LimeJS framework.

iOS Developer, Zurapps Research inc.   **1/2013-4/2013**

- Developed features for and maintained iOS apps MathPad and RoadTripper

- Worked extensively with Google maps API to develop and design a robust route calculating feature which allows a user to segment and customize a travel route

PERSONAL PROJECTS

Cupcake Clicker (iOS Game using Cocos2d)   **8/2013-Present**

- Strategy game built with simple visuals and interactions following tycoon game mechanics

- Managed multiple layers and sprites to creatively organize a dynamic amount of game objects on a small screen

Christmas Game (Javascript game using LimeJS)   **11/2013-Present**

- Arcade game with the objective of catching flying objects with cursor movements

- Used Google closure library to implement sprite and mouse collision detection

EDUCATION

University of Waterloo — Candidate for B.A.Sc in Systems Design Engineering 2012 - 2018(expected)