Talab Hussein

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EDUCATION

Fulton Schools of Engineering - Arizona State University

Tempe, Arizona

Graduation Date: May 2018

Major: Bachelor of Science in Software Engineering

Minor: Computational Mathematical Sciences

• **Major GPA:** 3.38 / 4.00; Math SAT: 720/800

• Awards: Dean's Honors List Spring 2016

• Relevant Coursework: Software Development Life Cycle, Data Structures & Algorithms, Database Management, Web Apps & Mobile Systems, Operating Systems & Networks, Scientific Computing

WORK & LEADERSHIP EXPERIENCE

Health Engineering Applications Lab - ASU

Mesa, Arizona

Jan 2017 - Present

Undergraduate Research Assistant, Dr. Kevin Gary

- Apply best practices in software construction as a research team, including Agile/Scrum, requirements engineering, defensive programming, unit testing, quality assurance, and release management
- Perform functional and nonfunctional testing and report bugs or technical issues to the development team
- Participate in daily stand-up meetings and communicate with other team members to tackle our daily tasks

University Technology Office - ASU

Tempe, Arizona

Computer Support Specialist, rotational roles

Oct 2015 - Present

- Manage the day to day campus and department operations and act as a liaison between faculty and staff
- Develop technical and troubleshooting skills rapidly by interacting with different teams and divisions
- Communicate with other team members to tackle our daily tasks and maximize efficiency

Gamify Studios Tempe, Arizona

Founder, Startup

July 2015 - Present

- Launch and manage a mobile game development startup that has more than 1,000+ users worldwide
- Develop and design cross-platform mobile game applications, using C# scripts and Unity 3D Game Engine
- Establish a marketing strategy to generate revenue from in-app advertisements and improve profit

University Student Government

Tempe, Arizona

Senator, Government Operations

Aug 2016 - Present

- Voted in by the students of Arizona State University to lead and create social value in our community
- Improve the life of students and faculty through programming leadership opportunities

PennApps XV

Philadelphia, Pennsylvania

Hackathon Mentor, University of Pennsylvania

20 Jan 2017 – 22 Jan 2017

- Answer questions from any team participating at the hackathon and help guide them resolve technical issues
- Help teams on a wide variety of tasks, from idea brainstorming to project release management

SKILLS, ACTIVITIES & INTERESTS

Programming Skills: Java, C#, JavaScript, HTML5, CSS3, Swift, SQL, R

Tools & Frameworks: Android Studio, Xcode, Unity 3D, Git, Angular, Node, Express, JQuery, AJAX **Concepts:** Object Oriented Programming, Unit Testing, MVC, Agile, Computation Theory, Relational Model **Interests:** Technology, Startups, Psychology, Cybersecurity, Microsoft Hololens, AI, Game Development **Organizations:** Children's National, Change Maker, Software Developers Association, Math Club ASU