

Talab Hussein

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EDUCATION

Fulton Schools of Engineering - Arizona State University

Tempe, Arizona

Major: Bachelor of Science in Software Engineering

Graduation Date: May 2018

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, Principles of UI/UX Design, Web Apps & Mobile Systems, Operating Systems & Networks

WORK & LEADERSHIP EXPERIENCE

Gamify Studios

Tempe, Arizona

Founder, Startup

July 2015 - Present

- Launch and manage a mobile game development startup that has more than 500+ users worldwide
- Received 100+ 5 star reviews from users on the play store, total app rating is 4.85/5.00
- Develop and design cross platform mobile game applications, using C# scripts and Unity 3D Game Engine
- Understand and analyze user needs by interacting with them through interviewing, questioning and design
- Establish a marketing strategy to generate revenue from in-app advertisements and improve profit

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

University Student Government

Tempe, Arizona

Senator, Government Operations

Aug 2016 - Present

- Voted in by the students of Arizona State University to provide a place to voice concerns
- Improve the life of students and faculty through programming leadership opportunities
- Conduct and coordinate the research and investigation of issues important to the university and report back findings and recommendations to the USG senate through appropriate legislation

Memoranda Project

Tempe, Arizona

Team Leader/Scrum Master, CST316 – Software Enterprise

Jan 2016 – May 2016

- Applied best practices in software construction in the context of a team project, including Agile/Scrum, requirements engineering, defensive programming, unit testing, configuration, and release management
- Planned user stories based on their backlog prioritization and size to deliver a workable product in iterations
- Conducted stand up meetings daily to evaluate the progress and provide visibility on any delay or obstacles

SKILLS, ACTIVITIES & INTERESTS

Software Skills: Java, Python, JavaScript, HTML5, CSS3, SQL

Tools & Frameworks: Node JS, Express, Bootstrap, Git, Eclipse, Android Studio, Photoshop

Concepts: Object Oriented Programming, Design Patterns, Prototyping, Use Cases, Agile, Interaction Design

Languages: Fluent in English and Arabic, conversational proficiency in French

Interests: Technology, Startups, UX Design, Psychology, Mathematics, Algorithmic Trading

Organizations: Change Maker, Software Developers Association (SoDA), Math Club ASU