

Talab Hussein

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SUMMARY

Software Engineering student at Arizona State University with a primary focus on web and mobile applications development and a secondary focus on software security. Seeking full-time opportunities for Spring 2018.

EDUCATION

Bachelor of Science in Software Engineering – Major GPA: 3.11 December 2017 (Expected)
Ira A. Fulton Schools of Engineering - Arizona State University

- **Awards:** Dean's List for Spring 2016

TECHNICAL SKILLS

Web Technologies: HTML/CSS, Bootstrap, JSON, XML, AJAX, jQuery, Node, Express, Angular, Backbone, React.

Programming Languages: Java, C#.

Scripting Languages: JavaScript, Python.

Databases: MySQL, MongoDB, Firebase.

Version Control: Git, SVN.

EXPERIENCE

Gamify Studios

Entrepreneur

Jul 2015 - Present

- Launch and manage a mobile game development startup that supports 1,000+ users worldwide.
- Receive 100+ 5-star reviews from users on the play store and increased apps ratings to 4.85/5.00.
- Develop and design cross-platform mobile games using Blender 3D, Unity 3D, and C# scripts.
- Understand and analyze user needs by interviewing them to improve customer engagement.
- Establish a marketing strategy to profit from in-app advertisements and increase user retention.

Arizona State University

Mesa, Arizona

Research Aide, Technology Center

May 2017 – Jun 2017

- Built a cross-platform desktop application using Qt framework that runs on various platforms.
- Developed and designed the responsive graphical user interface (presentation layer) using QML.
- Collaborated with the mechanical and hardware engineers to update the product in real-time.
- Re-engineered the pre-existing code base and configured it to function on any Android device.

Arizona State University

Mesa, Arizona

Undergraduate Lab Assistant, Health Engineering Applications Lab

Jan 2017 – May 2017

- Performed functional, regression, integration, and smoke testing and reported technical issues to the team.
- Developed test plans and test cases for the functional areas to be tested and documented the same.
- Executed the test cases, entered defects in the bug tracking system and followed-up on defects with the development team in an agile environment.

University Technology Office – ASU

Mesa, Arizona

Computer Support Specialist, Rotational Roles

Oct 2015 – Mar 2017

- Managed the campus and department operations by acting as a liaison between faculty and staff.
- Developed technical skills rapidly by interacting with different teams and divisions.

LEADERSHIP

University Student Government

Senator, Government Operations

Aug 2016 – May 2017

- Built a consumer-facing website using Bootstrap and Firebase that represents the organization.
- Collaborated with senators to write bills concerning funding student services and bylaw changes.

Hackathons

HackTech, California Institute of Technology

Mar 2017

- Modeled and textured all the 3D models used in a mixed reality Microsoft HoloLens game using Blender 3D.

SFHacks, San Francisco State University

Mar 2017

- Built the hackathon into a virtual reality simulation and presented it in front of 6 judges and 50 teams.