

# Talab Hussein

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## Summary

Undergraduate Software Engineering student with a primary focus on web and mobile development and a secondary focus on cybersecurity. Currently seeking full-time Software Engineering opportunities for Spring 2018.

## EDUCATION

### Bachelor of Science in Software Engineering - Arizona State University

Graduation Date: Dec 2017

- **Major GPA:** 3.38
- **Awards:** Dean's Honors List Spring 2016

## TECHNICAL SKILLS

**Programming Skills:** Java, C#, JavaScript, HTML5, CSS3, QML, SQL

**Tools & Frameworks:** Android Studio, Unity 3D, Qt, Git, Node, Firebase

**Concepts:** MVC, Agile, Complexity & Computation Theory, Relational Model, GUI Design

## EXPERIENCE

### Gamify Studios

*Founder, Startup*

### Google Play Store

Jul 2015 - Present

- Launch and manage a mobile game development startup that has more than 1,000+ 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.

### Arizona State University

*Undergraduate Research Assistant*

### Tempe, Arizona

May 2017 – Jun 2017

- Built a cross-platform responsive and fluid desktop application that can be run on various platforms using Qt.
- Designed the graphical user interface (presentation layer) of the application using Qt Quick and QML.
- Collaborated with the mechanical and hardware engineers to test and update the product in real-time.
- Re-engineered the desktop application to function on any android device by integrating the Android SDK Tools, JDK, Android NDK, and Apache Ant to Qt and configuring it to build an apk file from the pre-existing code.

### Arizona State University

*Undergraduate Lab Assistant*

### Tempe, Arizona

Jan 2017 – May 2017

- Utilized Agile/Scrum, requirements engineering, defensive programming, unit testing, quality assurance, and release management in software construction as a research team.
- Performed functional, regression, integration, and smoke testing to report bugs or technical issues to the team.
- Participated in daily stand-up meetings and communicated with other team members to tackle our daily tasks.

### University Technology Office – ASU

*Computer Support Specialist, rotational roles*

### Tempe, Arizona

Oct 2015 – Mar 2017

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

## LEADERSHIP

### University Student Government

*Senator, Government Operations*

### Tempe, Arizona

Aug 2016 – May 2017

- Elected by the students of Arizona State University to lead and create social value in our community.
- Improved the life of students and faculty through programming leadership opportunities on campus.

### AthenaHacks – University of Southern California

*Hackathon Mentor*

### Los Angeles, California

Spring 2017

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