Senior Software Developer Senior Software Developer Senior Software Developer - Maharishi University of Management Fairfield, IA Highly motivated software engineer with 12 years of professional experience coding frameworks, tools, utilities, and APIs spanning programming paradigms. Passionate about creating simple, fast, ?clean, maintainable, reusable and less costly software development lifecycle & infrastructure, re-factor existing products for future projects, with a deep understanding of domain modeling, system design architecture, software design, and OO design patterns.   Core Components: Leadership   Multithreading   Object Oriented Design Frontend   Backend   Unit Test   Continuous Integration   Software Engineering   Relational Databases   Systems Development   Languages: Java   PHP   JavaScript   Node.js   HTML5 GraphQL   LESS   UML   CSS3   XML   C++   Python   Web Developments: Laravel   Vue.js   JQuery   Bootstrap   Silverstripe   Ajax   Tools: Linux   Ant   Maven   JUnit   SVN   GIT   Jira   TYK   AWS SQL Server   Jenkins   Pusher   MySQL Authorized to work in the US for any employer Work Experience Senior Software Developer Maharishi University of Management - Fairfield, IA September 2014 to Present   Led 4 developers, increased the reliability and integrity of data processing by 30% by designing full stack information system middleware with a highly scalable stateless SOA architecture connects to multiple databases.   Promoted to Lead the support team for 6-months-round, reduced the backup space by 35% by integrating the local static data storage with cloud storage.   Escalated data integrity by 30% by replacing direct database connections with reliable web services. Software Engineer (Onsite Contractor) Rockwell Collins - Cedar Rapids, IA March 2014 to September 2014   Collaborated to enhance end user UX/UI by 10% easier, based on business requirements and specifications. Senior Game Developer Maysalward - Amman, Jordan November 2011 to May 2013   Led research team, reduced time and cost of developing, porting, debugging, investigating and testing games by 40% through the innovation of a game engine (Holodeck).   Increased productivity and quality regulation by 40% by solving engineering problems, including: Write Once, Run Anywhere, MVC structure, physics & non-float math operations, code usability, and maintain high standards.   Reduced time to create 2D animation by 70% by innovating an animation builder (Animateck), which automates collision detection based on

rigid-body dynamics technique, especially in 2D fighting games. Senior Mobile Developer Cubiic - Amman, Jordan May 2011 to October 2011   Contributed actively to develop moon phases & Lunar calendar based on IBM Calendar API. Senior Software Engineer Kulacom - Amman, Jordan July 2010 to April 2011   Developed a map-navigator web game, find objects in HQ panoramic image, sliced into tiles for each zoom level. Lead Game Developer Maysalward - Amman, Jordan December 2006 to July 2010   Led a team of 6 developers, delivering numerous high-quality mobile, desktop, and social network games.   Engineered, and developed robust engine for multiplayer games; used for developing all other card games. Education Master's in Computer Science Maharishi University of Management - Fairfield, IA June 2013 to December 2015 Bachelor's in Computer Science Al Al-Bayt University September 2001 to July 2006 Skills Linux, Java, Javascript Links http://linkedin.com/in/hudhaifas

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