

Zain Haq

SOFTWARE DEVELOPER, DESIGNER AND ENTREPRENEUR

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Experience

Rested Inc.

Kitchener, ON

IOS DEVELOPER - SWIFT

Jan 2017 - April 2017

- Made various UI updates on Health Care app to improve user experience
- Implemented feature to detect and expose Sleep Apnea events to user to increase user conversion
- Designed and implemented ChatBot feature to help users navigate throughout app
- Re-factored entire networking handling process to improve app stability and resiliency during network outages

theScore Inc.

Toronto, ON

IOS DEVELOPER - SWIFT

May 2016 - Aug. 2016

- Made various UI updates on daily fantasy sports game to improve user experience
- Added an additional source of revenue by implementing rewarded video ads system using Mopub SDK
- Implemented analytics tracking using Amplitude SDK to maximize revenue and ensure best possible user experience
- Designed and implemented Sharing feature using Branch.io SDK to increase user retention and app exposure
- Designed and implemented Live Box Scores feature so user can keep track of match scores

Ericsson Canada Inc.

Mississauga, ON

APPLICATION DEVELOPER

Sept. 2015 - Dec. 2015

- Responsible for designing, programming and testing e-commerce platform
- Set up automated testing framework to reduce time in regression testing
- Wrote shell scripts to automate tedious processes (e.g cleaning up databases)

Projects

Luna

Waterloo, ON

IOS APPLICATION - SWIFT

May 2016 - Aug. 2016

- Created iOS app that tracks moon phase and cycle based on current location using MVVM design pattern
- Used dispatch groups and GCD to coalesce related asynchronous network calls
- Propagated updates throughout app using observer-callbacks, key-value observing and notification center

PvP

Waterloo, ON

IOS APPLICATION - SWIFT

May 2016 - PRESENT

- Built iOS app that allows user to compare stats of athletes across various leagues/sports
- Pulled data asynchronously from public sports API and cached images using NSCache
- Constructed majority of UI using UITableView, UICollectionView and AutoLayout

UW Monopoly

Waterloo, ON

C++ PROGRAM

May 2015 - Aug. 2015

- Created a command line based, University of Waterloo inspired, version of Monopoly
- Implemented using several key Object Oriented design patterns (e.g Observer and Factory Method pattern)
- Tested and debugged using tools such as GDB and Valgrind; designed custom test suite

Physics of a Pendulum

Waterloo, ON

JAVA APPLET

May 2014 - July 2014

- Developed applet that simulates realistic behavior of pendulum; developed in Netbeans
- Created user friendly interface that displays energy charts, acceleration/velocity vectors and effects of friction
- Implemented with object oriented design and Java GUI features

Education

University of Waterloo

Waterloo, ON

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE, HONOURS

Sept. 2014 - PRESENT

- GPA: 3.90 / 88%
- Attained Dean's Honours List for 3 consecutive terms