

SKILLS

- Passionate about technology, motivated to learn, improve and explore new technologies such as IoT, HoloLens, VR, wearables and how do they communicate with other devices
- Creative, with exceptional problem-solving skills
- Develop, modify, support and test mobile applications in different platforms
- Solid understanding of oriented object programming and software design
- Full understanding of logic and presentation tiers

TECHNICAL SKILLS

Programming Languages/Web Technologies

- Java: building Android apps, app-server communications and UI. See [Mopo app](#) for Android
 - Understand “Model-View-Controller” concept
 - Separate logic and presentation tiers
 - Use real-time database technologies
- Swift: building universal iOS apps, server-app communications and UI
 - Understand logic and presentation tiers
 - Understand Protocols
- UML: designing and analyzing software with UML technology
 - Build class and entity diagrams
 - e.g. [Arti android app entity diagram](#) and [class diagram](#)
 - build use-cases
- C#: Built a UWP app that gets data from my own API. See [Mopo app](#) for Windows.
- C++: Built and tested different types of data structures, such as trees and hash tables
- HTML5, CSS3, ASP.NET MVC and Python
- JavaScript and Cordova hybrid apps: built an emergency appointments app as a course group project
 - [See this demonstration](#)

IDE's and Technologies:

- Development Related
 - Visual Studio, Android Studio, XCode, Visual Paradigm, GitHub, BitBucket, Parse Cloud Code
- Others
 - Adobe Photoshop, Adobe Illustrator, Microsoft Office

Databases:

- **MySQL**: Built and designed movie app database using MySQL
- **MS SQL**: Practiced advanced SQL queries using MS SQLMS in database modeling course
- **Parse db.:**
 - Built and designed artists social app, not released yet, using Parse server from back4app on Android Studio
 - Practiced geolocations in a simple Android game, called “Catch the Monsters”

EDUCATION

Bachelor of Computer Science (Mobile Computing) Sheridan College, Oakville ON Current GPA is 3.47/4 in 3 rd year	2015 - Current
General Arts and Science Diploma with Honors Sheridan College, Oakville ON	2014 - 2015
Associate Degree in Chemical Engineering Technology Yanbu Industrial College, Yanbu, Saudi Arabia	2006 - 2009

WORK EXPERIENCE

Lab Technician (Full Time) Saudi Basic Industries Corporation (SABIC)	2010 - 2014
<ul style="list-style-type: none">○ Experienced and explored the importance of the team work.○ Volunteered in a number of social activities, such as art galleries and open day festival○ Contribution in developing Enjaz E-Tracking System of SABIC, Ibn Rushd Company, in 2013○ Developed my organization, prioritization and schedule skills	

ACADEMIC ACTIVITIES

- Participated in Sheridan's Mobile Computing Symposium 2016
 - Invented the idea of a HoloLens app that simplify managing chemical factories in real-time using the mixed-reality technology
 - App users see a 3d factory in the room, and can manage its operation based on their access level
 - Users can build their factories they want to simulate, or connect it to real factory to manage
- Participated in SONY Creative Challenge in KSA in 2013
- Volunteered in the Ibn Rushd Company's Open Day. IR is a SABIC affiliate.
- Participation in the Art and Photography Gallery of The Royal Commission of Yanbu, KSA, 2013

ACTIVITIES AND INTERESTS

- Exploring IoT Technology
 - Built a smart lamp using Raspberry Pi and motion sensors
- Painting and photography
- PC gaming and looking at games from a developer perspective

REFERENCES

Available on request