

# HUSEIN KAREEM

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## MOBILE SOFTWARE PROGRAMMER ✦ APPLICATION DEVELOPMENT ✦ IOS DEVELOPER

*Mobile Platforms ✦ System Design ✦ Process Improvements*

Ambitious, highly analytical iOS developer looking to utilize strong design and programming skills to make a significant impact on the design and development of mobile applications and platforms. Experience working on projects from initial idea and development phase (vision/analysis), performing all design/architecture work and delivering the completed product. Outstanding communication and problem-solving skills, enjoys sharing ideas and collaborating with others as well as working independently. Thrives in creative environments building and piloting new features and enhancements and collaborating with visual designers to translate designs into production-grade code.

### CORE COMPETENCIES

- |                                     |                               |                      |
|-------------------------------------|-------------------------------|----------------------|
| ▪ Application Programming           | ▪ iOS and Website Development | ▪ Project Management |
| ▪ Quality Assurance/Quality Control | ▪ Software Design             | ▪ Agile Development  |
| ▪ Object-Oriented Design            | ▪ Solution Architect          | ▪ Troubleshooting    |
| ▪ Requirements Gathering            | ▪ Creative / Innovative       | ▪ Deployment         |

### EDUCATION

#### Southern Polytechnic State University, Marietta, GA

*Bachelors of Science Candidate – Computer Science*

- **Relevant Coursework:** Programing & Problem Solving I & II (Java), Discrete Structure for Computing

#### Additional Education:

- Completed a 8-week immersive iOS development course at Mobile Makers Academy.
- Completed a 9-week immersive web development course at Bitmaker Labs in Toronto that focused on the study and application of languages and frameworks such as HTML, CSS, JavaScript, UNIX and Ruby on Rails.
- Completed a course at Thinkful developing fluency and advanced skills in Ruby, JavaScript, jQuery, HTML, CSS, and other languages to support web development.

### PROFESSIONAL EXPERIENCE

#### Kids 4 Coding ✦ Roswell, GA ✦ December 2014 – May 2015

##### Instructor

- Lead technology instructor for MIT's Scratch programming language course.
- Responsibilities included managing students, writing lessons and incorporating lessons into instructions for students in grades 2-8

### TECHNICAL SKILLS

Programming Languages	Objective C, Ruby, JavaScript, Java, Swift
Operating Systems/Platforms	OSX
Methodologies	Agile, SCRUM
Databases	Firebase, Parse, MySQL
Mobile	Core Data, Cocoapods
Cloud Platforms	Amazon Web Services
Development Software Tools	PostgreSQL, GitHub, Ruby on Rails, RESTful web services
IDE	Xcode, Netbeans
Other	Automated testing, continuous integration

## PROJECTS

**Project Name:** Yes, And

**Project Type:** iOS Application

**Project Description:**

- Developed an online community where people create and watch improv comedy through real-time chat. Users, who can be anyone from career comedians to comedic novices, join a scene and get paired randomly with another performer to create funny scenes on the fly. Created powerful enhancements where each performer is given a character and the pair is given a prompt to get them started.
  - Successfully built the logic behind the chat so users can send messages using Firebase.
  - Utilized extensive data modeling skills to construct the data model.
  - Provided user authentication (guest, email/password and Twitter) to deliver multiple options.
  - Pulled scene data from Firebase and mapped integration to home screen.
  - Stored JSON data on domain server to effectively query topic names.
  - Technology Used: Firebase, a real-time database, Fabric SDK - Twitter authentication, Crashlytics
- Ten seconds after seeing the prompt and their characters, the performers are thrown into a custom chat room where other users can observe the improv scene in progress and show their “laughs” by tapping the screen. Developed the application so all users’ screens update instantly so the app is real time - everyone sees the same line at the same time, and feedback for a good punch line is immediate.
- When the performers decide that the scene has ended, the scene is saved for anyone to view and rate, making “Yes, And” a growing repository of funny sketches.

## ADDITIONAL CREDENTIALS

**LANGUAGES**

English, Hindi, Gujarati

**PORTFOLIO**

<http://hkareem.com>, <https://github.com/hkareem2222>

**VOLUNTEERING EXPERIENCE**

Afterschool Programs / Mentorships / Local Community Service

**INTERESTS**

Tech Meetups, Jogging, Biking, Traveling, Food, Reading

**References: Available Upon Request**

