Haziq Hassan

U.S. Green card Holder

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SUMMARY

- Programmer with professional experience in all phases of projects from planning to completion, including providing updates, support, and modifications
- Professional experience includes Android, iOS and Windows development
- Fluent in English, Hindi and Urdu
- Currently seeking professional roles in Software Engineering

PROFESSIONAL ACHIEVEMENTS

- Maintained, patched, refactored, and upgraded small to mid-sized projects for critical clients while improving company relations
- Worked with clients from around the world to create projects using cutting-edge technology, generating 60% of departments revenue
- Developed and implemented new SDK's and API's for the projects, successfully adding new revenue streams to current products
- Implemented advanced speech recognition into
- Introduced new tools and methodologies to improve performance and development time
- Improved product performance by 40%, and started in-house analytics, saving time and valuable resources
- Successfully implemented newer technologies including AR, VR, Facebook API's, Multiplayer and MongoDB

TECHNICAL SKILLS

- *Languages*: C#, .NET, Java, C, C++, HTML, CSS, JavaScript, Python
- *Technologies*: MVC, ASP.NET, Mobile development, GitHub, Application Development, JIRA, Machine Learning, Node.js, JSON, SOAP
- *Software*: Unity3D, Visual Studio, Mono-Develop, Eclipse, Android Studio, XCode, MS Office, IntelliJ IDEA
- *Operating Systems*: Windows XP/7/8/10, Linux / Kali-Linux, Ubuntu, OSX
- *Databases*: MySQL, SQLite, MongoDB, MSSQL
- *Cloud Services*: Game Sparks, Facebook, Google Drive, AWS
- *Stories*: Google Play, iOS, OSX, Amazon, Windows
- *Skills*: SCRUM, OOP, Programming Fundamentals, Quality Assurance, Data Structures, Algorithms, Agile Development

PROFESSIONAL EXPERIENCE

Cybernetic Entertainment, Irving, TX   **May 2019 – July 2020**
Software Engineer (Company-wide Lay-off)
Luminant Music (PC, Mac, iOS, Android)

- Contributed software engineering expertise in the development of products through the software lifecycle, from requirements definition through successful deployment
- Facilitated customization of systems by encouraging software engineering team to adopt emerging standards for software application development architecture and tools
- Introduced methodologies and best practices that enhanced product performance by at least 40%, decreased data usage by at least 60%
- Successfully implemented analytics tools to improve user experience and save company resources
- Implemented new tools and mainstream business models to generate more revenue and improve user experience
- Successfully introduced newer ideas to improve product performance, decreased build times and created new standards that improved compatibility with a wider range of devices
- Worked with a third-party team to successfully implement latest licensing tools and API's

Micro Center, Fairfax, VA   **November 2017 – June 2019**
Knowledge Expert

- Diagnose and repair Laptops and Computers of different brands and custom-built PC's
- Assist and advise customers with how to improve their computer performance

Tkxel, Lahore, Pakistan   **May 2015 – June 2017**
Software Engineer
My Little Doctor (PC), *My Little Dentist* (PC), *Love Cake Maker* (PC), *Mountain Bus Driver Sim 2016* (Android), *Grand Bus Simulator* 2016 (Android), *Fungo Golf 3D* (Android), *Princess Fashion Design Mania* (Android), *Wildlife Quest Polar Bear Animal Hunting Games Pro* (iOS), *Ultimate Cheetah Simulator 3D Hunting Games Pro* (iOS), *Tiger Simulator 3D Wildlife* (iOS), *Cheetah Simulator 3D Attack* (iOS), *Ballerina Pretty Dancing 3D* (iOS)
- Developed and shipped over 10 Windows, Android, and iOS products including multiple client projects
- Developed and integrated third-party API's; Multiplayer, VR/AR, Facebook and Cloud Service into projects
- Maintained, Developed, and Modified on-demand project of a major client, and maintained good communications
- Attended daily Scrum meetings to give updates and provide documentation on tasks
- Lead, and successfully trained a team towards creating and completing high-quality products
- Designed, tested, and completed projects using new API's and technologies
- Developed 2D and 3D Windows Phone projects using C# in Unity3D, and modified production cycle to streamline future products which lead to smaller learning curve for future developers and lowering error-rate
- Modified and optimized older projects to be re-published which saved company resources, some of which hit more than 5 million downloads on google play earning 15% of the company's revenue
- Created and implemented new process to the production to improve product development speed and quality, improving production time by 10%

SES, Lahore, Pakistan   **September 2013 – May 2015**
Software Engineer
- Developed JAVA Android Application used to track products delivered to the stores by the distributer, this improved fraud prevention, created new jobs in the company and improved product management by 30%
- Communicated with the client during the entire project including recommendations for improving the app
- Implemented JSON, Google Maps, ASP.NET server communication and multiple other complex technologies

EDUCATION

Government College University, Lahore, Pakistan   **2014**
- Bachelor of Science in Computer Science with minor in Wireless and Mobile Communication
  o Undergraduate Coursework: SQL; Operating Systems; Databases; Algorithms; Programming; Computer Vision

Stanford University, Stanford, CA   **June 2017**
- Certification in Machine Learning

CompTIA A+ Certified   **September 2018**

PROJECTS
- *Android Motion Detection* (2014) - An android app, that played music whenever it detected motion
- *.NET Motion Detection* (2013) - A basic motion detector using Aforge.NET
- *C# Task Manager* (2013) - Developed a task manager with Alarm and Databases

ADDITIONAL EXPERIENCE / AWARDS
- Runner-up, Technology Showcase, Geek Week (April 2012): Awarded second prize for making a Laser Audio Visualizer
- Event Manager at Computer Science Society (2010 – 2013)
- IEEE Associate (June 2011 - 2013)
- Welfare Society Associate (Sep 2012- Jan 2014)