Kevin Zaki

CONTACT

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EDUCATION

BS in Computer Science
Kean University - Union, NJ

3.838 / 4.0 GPA
Dean's List all Semesters

Graduated: 05/15
Magna Cum Laude

Selected Coursework: Computer Organization & Programming, Data Structures, Organization & Architecture, Computer Operating Systems, Database Management, Analysis of Algorithms, Information Systems Programming, Discrete Structures, Calculus I, II, III

TECH SKILLS

Languages: JavaScript, Java, C#, PHP, HTML5, CSS3, SQL
Technologies: JSON, XML, Shopify, Twilio, WooCommerce, Oracle, MySql, WordPress
Frameworks/Libraries: React, React Native, Node.JS, Socket.IO, ASP.NET, AngularJS, JQuery
Applications: Visual Studios, GitHub, Source Safe, Microsoft Team Foundation Server, SQL Developer, Photoshop, Illustrator

EXPERIENCE

Urge Smoke Shop — Owner — New Jersey **Feb 2015 - Jan 2020**

- Bootstrapped a brand of retail tobacco shops to 6 physical storefronts and an e-commerce platform by focusing on building an enthusiastic team - centered around trust and fairness.
- Oversaw the physical buildout and remodeling of each new location to ensure it opened on time and on budget.
- Managed and employed a team with very low employee turnover by developing a working environment that enabled the team to experience professional growth as we strived towards a common goal.
- Grew the revenue of the business to over $2M by creating a brand and culture that our customers and employees embraced.
- Maintained a competitive advantage to other retailers by implementing my knowledge of technology and software to automate inventory ordering using predictive analytics.
- Single handedly developed software that organized, tracked, and incentivized customers to ensure their loyalty to our brand.
- Utilized my extensive web development background to harness the power of Google to rank our company at the top of relevant local search results.

Verizon Wireless — Software Engineer Intern — New York **June 2014 - Aug 2014**

- Work in a development environment using agile methodology
- Organize and analyze big data sets from Oracle and Sybase databases to create meaningful and presentable reports that allow commission managers to better manage their employees
- Analyze and recode existing C# and SQL to improve load times on web pages by up to 5x faster, increasing the usability of the application and decreasing the users wasted time
- Use C#, JavaScript, HTML, and SQL to design and code web pages for existing applications including Single Page Applications with tools such as AngularJS, Breeze, and Knockout
- Create documentation for existing applications allowing users to efficiently utilize all tools

- Use High Charts to create dynamic and responsive charts from big data sets allowing users to quickly organize and present data in a variety of ways
- Recreate reports built in Excel using VB and complex SQL that connect to a new Oracle database allowing managers to easily manage data and generate reports
- Reported insecure transfer protocol on VerizonWireless.com which left login fields vulnerable to Man-in-the-Middle attacks, preventing potential data breaches

Freelance Web Design & Development — New York & New Jersey **Feb 2011 - Dec 2016**

- Design, code, and manage about 12 websites from scratch for new and existing businesses
- Create and use MySQL databases to store customer data for easy access
- Create and validate contact forms, scheduling forms, and ordering forms
- Corporate branding including logo, brochure, business card, and website design allowing for consistent and professional branding and rebranding of a company
- Create Power Points, flyers, and posters for advertisement and display purposes
- Create and manage e-commerce stores with thousands of dollars in monthly sales

RECENT PERSONAL PROJECTS

May I Card Game

May I is a multiplayer card game with similar rules to the classic card game Rummy. This is a full stack project utilizing React Native, Node.JS, and Socket.IO as the core technologies. It allows 3 or 5 players to join a single room and compete with each other in a full game of May I. Core functionality include realtime communication, private game rooms, and simple and elegant user interface that utilizes drag and drop playing cards along with instant feedback for an intuitive user experience.

Front End: https://github.com/kevinzaki/May-I-Card-Game-Front-end
Back End: https://github.com/kevinzaki/May-I-Card-Game-back-end