Mustafa Shehadeh

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Personal Profile

I am a Software Engineering Graduate from the University of Auckland. I have a passion for developing software solutions that make people's lives easier and better. I have been an enthusiastic contributor throughout my university career and during that time I have led several of those group projects.

I am looking for a position at a company that provides mentorship so I can continue my growth as a software engineer to help develop better software solutions in the future.

Education

2012 - 2016	**Bachelor of Engineering (Hons) in Software Engineering - Unversity Of Auckland**.
2011	**Bachelor of Science - University of Auckland**.
2005 - 2010	**NCEA Level 3 - Lynfield College**.

Work Experience

November 2015 - Present	**Software Developer**, LANCOM TECHNOLOGY. Developed enterprise websites and mobile apps for a number of clients as well as created internal websites to make the company more efficient. *AngularJS/CSS/HTML/Bootstrap/ASP.net/Ionic/Electron*
November 2014 - February 2015	**Software Intern**, METSERVICE NZ LTD. Developed an internal website that starts weather model runs. The website is used internally to show prospective clients MetService's weather model capabilities. *Python/JavaScript/CSS/HTML/Bootstrap/Flask/AWS*
December 2013 - June 2014	**Software Intern**, MEA MOBILE. Experienced the complete software development life cycle in developing the Printicular application for the windows phone and released the application to the U.S. store. The application spotlighted for two weeks. I was also involved in the beginning stages of a website involved in the same idea. *C#/XAML/JavaScript/HTML/CSS*

Technical skills

Languages	Python, Java, JavaScript, C#
Mark up	HTML5, CSS3, XAML, XML
Versioning Systems	Git, SVN
Frameworks	Flask, AngularJS, Node, ExpressJS, Scrapy, Bootstrap
Operating Systems	Linux, Windows
Databases	RavenDB, MongoDB
Concepts	Object Oriented Design, Relational Databases, Agile

Projects

2015 **Final Year Project: Analyzing copyright infringement on the Internet** .
Collected and analyzed information about the distribution of copyrighted content on forums and torrenting websites. Information from the websites were scraped using WebCrawlers.
Scrapy/Python/R

2015 **Surge**.
Website created for Deloitte to track employees engagement levels throughout meetings with the use of surveys. A RESTful API was also developed.
MEAN(MongoDB,ExpressJS,AngularJS,NodeJS) Stack/Amazon Web Services

2015 **TempleBike**.
Created a virtual reality game based on Temple Run. The aim of this game was to investigate the natural integration of an exercise regime into an exergame. The game was developed using Unity and played with the help of the Oculus rift, a head tracker, and a gym bike.
Unity/C#/Blender

2014-2015 **WRFGui (MetService Internship)**.
Developed an internal website that starts weather model runs. The website is used internally to show prospective clients MetService's weather model capabilities.
Python/JavaScript/CSS/HTML/Bootstrap/Flask/AWS/Google Maps JavaScript API

2014 **KappaKiwi**.
A 2D endless side scroller developed in a team of eight developers with the goal of encouraging children to eat healthier. Game was developed for the android platform.
Unity/C#/Android

2014 **SWARM assistants**.
Developed a simulation of swarm robotics using the robot operating system (ROS) in C++ with seven other developers. The simulation was based around medical robots and had to simulate a day in the life of a patient.
C#/ROS

2013 **Open Source Software World Challenge**.
Developed an android application with a team of six other developers that located nearby restaurants with pre-selected specifcations.
Android/Java/Google Maps API

References

Referees available on request