

Syed Rizvi

2425 Bridgehaven Ter. ■ Richmond, VA 23233 ■ 540-834-6673 cell
rizviha120@gmail.com ■ <https://www.linkedin.com/in/rizvish3231> ■ <https://github.com/rizvish/Projects>

Education

Virginia Commonwealth University, Richmond, VA
Bachelor of Science in Computer Science, Certificate in Cybersecurity
Completed Computer Hardware A+ Certification Course
GPA: 3.0

Expected Graduation: May/2017

Skills

Programming Languages: Java, Swift; Knowledge in C, Assembly language, and MARIE

Software & Development Skills: Android Studios, Xcode, Apache Karaf, Agile development, MS Office, Visio, Microsoft Project, Gantt Chart Software

Operating Systems: Linux, Unix, Mac OSX, Windows

Language Skills: Fluent in written and spoken English; Intermediate in spoken Urdu and beginner in written Urdu

Relevant Experience

iOS Mobile App Development - ShopME

- Integration of Table and Collection Views to create an app for user to navigate through shopping categories, add items to a cart, and purchase them.
- Designed cart using Table View to collect items in a list and display to user accordingly.
- Navigation handled using touches with Collection View display. Built so each item has price, image, description, and name.
- Perform segue from cart to next page depending on interaction of user. If order is confirmed, a Table View displaying a list of recent orders is shown. Each cell in the Table View holds data for amount spent on items, total number of items purchased, and date/time of order.

Android Mobile App Development – Hungr

- Developed an Android App in Java which suggests a restaurant and displays restaurant name, number, directions, map, reviews, and images to the user based on their location and customizable range to limit search.
- Worked in an Agile Development environment; Creation of user stories, scenarios; Regressive and Espresso testing; Iterations lasted 2 weeks each for a total of three iterations.
- Coordinated with a team of four engineers to plan, document, and meet all deadlines.

iOS Mobile App Development – MazeGame

- Designed in SpriteKit library.
- Used Nodes to move based on type of node. Each type is specific to its own duration of movement and how far it can move.
- Implemented user to move based on UISwipeGesturesRecognizers. Each swipe up/left/down/right moves the “caveman” node in its respective location until the character collides with another node.
- Timer object holds health of character. Ability to increment health if character contacts with “food” nodes. Increment int variable if character contacts with “star” nodes.
- If timer is zero, then call function to display an alert and end the game. UITapGestureRecognizer handles replay of game after end screen is shown.

STR Software On-Premise Migration to Multi-Tenant Cloud Application

- Researched switch from a monolithic application a modularized (OSGi), cloud-deployable application.
- Built Software as a Service (SaaS) application from scratch. Use of Apache Karaf as an OSGi environment and Apache Maven to automate Java programs.
- Included many other technologies for databases, scheduling, and organizing such as PostgreSQL, MongoDB, Quartz, and Apache Jenkins.
- Developing deployment on cloud using Docker.

Simulation of an Operating System

- Used Round Robin Algorithm to assign tasks and new tasks an equal allotted time.
- Developed in C++, includes time slicing; new state, blocked state, ready state, run state, exit state.
- Implemented file system to read and parse files based on comma delimiter. Each data value was manipulated in some way after it was parsed.
- Use of collaboration tool, a Centralized Version Control System (GitHub).

Independent Projects and Activities

- Participant of Hack-a-thon 2016
- Assembled a high-end computer from scratch
- Phi Theta Kappa Honor Society
- Cybersecurity Club