**Syed H. Rizvi**

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**Summary**

*Highly motivated and ambitious iOS/Android Developer. Accredited Bachelors in Computer Science from Virginia Commonwealth University with a Cyber-Security certificate. Passionate for pushing mobile technologies to the limit. Experienced with JSON, APIs, testing, and clean code.*

**Education**

Virginia Commonwealth University, Richmond, VA Graduated: May/2017

Bachelor of Science in Computer Science with certificate in Cybersecurity

Completed Computer Hardware CompTIA A+ Certification Course from J. Sargeant Reynolds

GPA: 3.0

**Skills**

***Programming Languages****:* Swift, Java, HTML5, CSS, Javascript

***Software & Development Skills****:* MVC Design Pattern, Rest API, UX/UI Design, VCS (GitHub, BitBucket), XCode, Android Studio, CocoaPods, DRY, Espresso Testing, Unit Testing, Docker, Maven, Agile strategy development, Firebase, Microsoft Suite, Microsoft Azure platform

***Operating Systems****:* Redhat Linux, CentOS Linux, Ubuntu Linux, Unix, Mac OSX, Windows 7/8/10

***Frameworks/3rd party libraries****:* UIKit, Cocoa-Touch, SpriteKit, Multipeer Connectivity, AlamoFire, Bootstrap, SwiftyJSON, CoreMotion, CoreLocation

**Relevant Experience**

**iOS Mobile App – Just Right Weather June 2017 – Current**

* A weather app created in UIKit, CoreLocation Framework, Google-Places API, Dark-Sky API and Swift 3.0.
* Ability to specify location based on name of Country, State, City, or Zip Code and autocomplete with the help of Google-Places API.
* Creation of Singleton API class as an NSObject subclass. Base URL directed from DarkSky.net
* Data retrieved from DarkSky is parsed using JSON serialization in correspondent to the API documentation provided by DarkSky.
* Requested data is broken down by daily and weekly forecast. Details such as Cloud Coverage, Humidity, Wind Speed, and High/Low Temperatures are parsed for current day to be displayed in a user friendly manner.
* Visit app on the AppStore @ <https://itunesconnect.apple.com/WebObjects/iTunesConnect.woa/ra/ng/app/1257950393>

**Android Mobile App – Hungr March 2017 – April 2017**

* Developed an Android App in Java which suggests a restaurant to the user. Users can view information about each restaurant including the address, phone number, average rating, and a sample review.
* Implemented a filtering feature so users can select restaurant results based on categories.
* Can be used with either geolocation services or a zip code entry, and pings the Yelp API to retrieve nearby
* 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 – ShopMe Dec 2016 – Feb 2017**

* A simulation of a shopping application created in the UIKit Framework and Swift 3.0.
* Integration of Table and Collection Views to create an app for user to navigate through shopping categories, add items to a cart, and simulation of a transaction.
* Created an array to hold a struct with predeclared types to simplify insertion and avoid repetition.
* Designed cart using Table View to collect items in a list and display to user accordingly.
* Navigation to categories handled using touches with Collection View display. Built so each item has price, image, description, and name.
* Passing data and transitions between screens handled using segues.

**iOS Mobile App - Maze Game Nov 2016 - Dec 2016**

* Designed a 2D game using Sprite-Kit Framework
* Used SpriteKit Nodes to move in a swipe direction based on type of node. Each node is unique to its duration of movement and type of ability.
* Implemented user to move based on UISwipeGestureRecognizer. Each swipe in a general direction moves the character in the respective location until collision.
* Addition of game physics, sound effects, music, and design for each individual node.
* Implementation of game over screen where user can view highscores and tap the screen once to play again.

**iOS Mobile App Mobile App – Social Quiz Dec 2016 – Feb 2017**

* Developed an up-to-four player quiz game using Multipeer Connectivity, CoreMotion, AlamoFire, and Swift 3.0.
* Created a singleton API class and used AlamoFire Framework to request response URL.
* JSON parsed and appropriate key value displayed on quiz screen.
* Implemented CoreMotion to select random answer if device is shaken.
* Ability to connect to other players using bluetooth and Apple’s provided interface for connection.
* Worked in an agile development environment in a team of two.
* Error checking and alerts appropriately placed.