**Syed Rizvi**

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**Education**

Virginia Commonwealth University, Richmond, VA Expected Graduation: May/2017

Bachelor of Science in Computer Science, Certificate in Cybersecurity

Completed Computer Hardware A+ Certification Course

GPA: 3.0

**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