SHEHRYAR RIAZ

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EXPERIENCE

Web Development Immersive Student | General Assembly
Full stack web development course focused on Ruby on Rails and JavaScript. Learned core engineering principles through application building with a variety of technologies. Completed three main projects (see Projects).
Aug 2014 – Oct 2014 | London, UK

Product Analyst | Citigroup Agency & Trust
Directly assisted team lead on new product approval. Produced EMEA website and marketing editorial content and supplied competitor and market share analysis.
May 2014 – July 2014 | London, UK

Project Analyst | Citigroup Investor Services
Supported complex service migration through project management of RAID logs, team collaboration tools, and temporary staff recruitment. Provided technical documentation support and coordinated completion of Business Continuity Plan.
July 2013 – May 2014 | London, UK

Implementations Analyst | Citigroup TTS
Provided reports and analysis to regional and global management, built and maintained team collaboration tools, and managed internal client executive helpdesk for large-scale regulatory service migration.
Sept 2012 – July 2013 | London, UK

Summer Analyst | Citigroup Agency & Trust
Assisted product managers with administrative tasks and coordinated team communications. Maintained CRM data and produced competitor analysis.
June 2011 – Aug 2011 | London, UK

Summer Intern | Thomson Reuters
Produced analytics for online multimedia news platform, guiding product and production teams on user acquisition and behaviour. Coordinated email marketing, and trained content partners on use of platform CMS.
June 2010 – Aug 2010 | New York, NY

SKILLS & TOOLS

Ruby on Rails ◆ JavaScript/jQuery ◆ AngularJS ◆ Sinatra Jekyll ◆ HTML/HAML ◆ CSS/SASS ◆ SQL ◆ Git Responsive design ◆ Project management ◆ Game design

Photoshop ◆ InDesign ◆ Illustrator ◆ Bootstrap ◆ Foundation ◆ Balsamiq ◆ Unity ◆ Heroku ◆ JIRA ◆ Excel

EDUCATION

New York University | BSc Media, Culture, and Communication
Primarily focused on semiotics, digital/interactive media and game design at the NYU Game Center.
2008 – 2012 | New York, NY

PROJECTS

dinnerordrinks
Developer and designer on this social scheduling web app, helping users choose the best time and place to meet friends. Built with Rails, jQuery, Bootstrap, and Google Maps APIs.
Oct 2014 | General Assembly

wi-finder
Developer and designer on this mobile first web app, letting users find and share geotagged Wi-Fi networks. Built with Rails, jQuery, Foundation, and Google Maps APIs.
Sept 2014 | General Assembly

ticky-tacky
Sole developer of this tic-tac-toe Rails app, offering users correspondence games with multiple players or a computer.
Sept 2014 | General Assembly

Solstafir
Producer, game designer and artist on this first-person puzzle game created with the Unity engine. Won best digital game at the NYU Game Center student showcase.
Feb 2012 – May 2012 | NYU Game Center

Agency
Game and graphic designer on this strategy board game in which players complete missions and undermine one another in order to win. Assets produced with InDesign.
Dec 2011 | NYU Game Center

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