

Zakiya Tamimi

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LinkedIn (<https://www.linkedin.com/pub/zakiya-tamimi/1a/bb4/387>)

GitHub (<https://github.com/ztamimi>)

Google play (<https://play.google.com/store/apps/details?id=zmt.moboremove>)

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Skills

HTML5 CSS3 JavaScript Ajax JSON jQuery jQuery Mobile Bootstrap RequireJS Firebase
AngularJS PHP SQL NoSQL Ruby on Rails C++ OpenGL OpenMP

Product

MoboRemote

MoboRemote (<https://play.google.com/store/apps/details?id=zmt.moboremove>) combines a playlist with remote control, so you can enjoy watching youtube on a big screen tv or pc. Now your playlist goes where you go, and requires no login or registration. With MoboRemote, you can connect the app to a big-screen monitor and remotely control playing your videos.

Projects

MoboBank

MoboBank is mobile-based app that enables users to make or receive payments for small daily expenses. Using MoboBank, you can add balance, make payments, transfer money, and get paid for free. MoboBank is as simple as cash; there is no application, no complications, no lost balance, no fees, and no limitations.

Web Tic Tac Toe

This experimental web application allows two users to play tic tac toe over the web. The technology used in implementation includes: PHP, MySQL, javaScript, Ajax, and HTML5 Canvas

Ray Tracer

Course project at KSU, 2009. Ray tracer software: recursive approach ray tracer that renders a scene composed of spheres and triangles primitives. Implements both ray reflection and refraction. Shading is based on Phong/Blinn model.

Volume Rendering

Course project at KSU, 2008. Full volume rendering software: implements ray casting to render a density volume and uses user-defined transfer functions that maps a density value to color and opacity. Supports rotation and implements Phong/Blinn shading model.

Image Processing

Course project at KSU, 2008. Image processing software: implements basic image scale, enhancement, and filters using C++ and FTLK.

Experience

Technical Employee at Siemens Corporate Research (Intern)

Siemens Corporate Research (http://www.usa.siemens.com/en/about_us/research/home.htm), NJ. 2010-2011. Developed real-time particle-based fluid simulator using C++, OpenGL, and PhysX. Invention resulted in patents: US20120284002 and US8903693

L2-Support at Web Presence (GA)

Kent State University, OH. 2013-2013. Web Presence (<http://www.kent.edu/platformsolutions/what-we-do>) is subdivision at KSU in charge of the university Web and mobile applications. Debugged bugs, deployed fixes, participated in testing, and responded to tickets.

Education

PhD in CS

Kent State University (<http://www.kent.edu/>), OH. 2008-dropped

M.Sc. in CS

Kent State University (<http://www.kent.edu/>), OH. 2002-2004

B.Eng in Computer Systems

Palestine Polytechnic University (<http://www.ppu.edu/p/en>), Palestine. 1994-1999