Zuheir Chikh Al Sagha

3A Computer Engineering
University of Waterloo
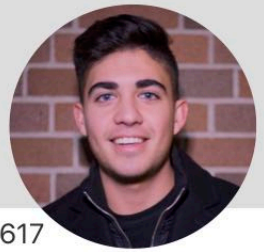
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Relevant Experience

iOS Contractor
Cheerings Inc.
Jan 2018 - April 2018   Kitchener, Ontario
Contracted the development of an MVP iOS application with a custom layout similar to Instagram and Bluetooth capabilities

iOS Developer
Rested
May 2017 - September 2017   Kitchener, Ontario
Developer at a health startup developing an iOS application used to diagnose and treat people with sleep apnea

Implemented SiriKit and HealthKit to track sleep sessions

Analyzed user metrics using MixPanel

Created custom UI elements using IBDesignable

Designed high fidelity mockup for app redesign using Sketch

iOS/Android Developer
GymNext
September 2016 - December 2016   Penetanguishene, Ontario
Developer at a fitness startup working on a cross platform application used to control a workout timer via Bluetooth LE

Developed a solution to enable multiple mobile devices to communicate as peripherals using the Core Bluetooth and Android Connectivity frameworks

Integrated AWS and FB analytics to keep track of user metrics

Pitched, designed, developed and launched an Android Wear app to control GymNext timers via Bluetooth LE

Developed mockups for redesign and implemented new UI and back end code to support new timer modes

Software Developer
D+H
January 2016 - April 2016   Mississauga, Ontario
Implemented a search function using the ASP.NET framework to allow clients to search for orders in an SQL database

Created a biller mapping solution using HTML and Javascript which allowed D+H to map existing clients to new ones provided by financial institutes on a bi-weekly basis

Fixed bugs found by QA within the Payment Manager solution

Other Experience

Engineering Society
University of Waterloo - May 2016
Debated and voted on issues affecting the Engineering faculty

Projects

WombDefender
Swift   September 2016 - January 2017
Lead developer for a swipe based iOS game in which users draw barriers to block projectiles from colliding with the center of the screen

Implemented AVAudioPlayer to play sound effects

Generated custom UIBezierPaths by recognizing touch locations and creating a barrier where the user drew a path

Implemented UIDynamicBehaviour to create custom game physics and apply them to randomly generated projectiles

Implemented custom segues and animations

Created a Node server to keep track of leaderboards and generate a table based on highest rank

Designs: behance.net/zuheiralsa502f

Tasks
Swift   May 2016
Created a reminders application to keep track of day to day tasks

Implemented custom UI elements to differentiate tasks based on priority and time frame

JoinMi Messaging
Sketch   December 2015
Project lead for mobile app designed to simplify mass texting for event invites

Created sketches, wireframes, mockups, user flows and use cases for app

GeoBrain
Java   December 2015
Developed an app using the Swing framework which generated a random quiz on the countries of South America

Wrote back end code to keep track of leaderboard

Professional Skills

Swift | Java/Android | C# | C++ | C | SQL
Languages

HTML & CSS | ASP.NET | Javascript
Web Dev

XCode | Android Studio | Eclipse | Visual Studio
IDE's

Sketch | Adobe Creative Suite | Visio
Design