

# Zuheir Chikh Al Sagha

2A Computer Engineering

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## Relevant Experience

### iOS/Android Developer



GymNext

[September 2016 - December 2016](#) [Penetanguishene, Ontario, Canada](#)

Software developer at a fitness startup developing a cross platform application used to control a workout timer via a Bluetooth LE connection

Developed mockups for app redesign and implemented the new UI as well as back end code to support new timer modes requested by users

Integrated AWS and Facebook analytics to keep track of user data

Implemented support for controlling multiple clocks and heart rate monitors at once using the Core Bluetooth and Android Connectivity frameworks

Developed a solution to allow Android and iOS devices to communicate as peripherals, allowing for users to run one timer across multiple devices as well as share workouts

Pitched, designed, developed and launched an Android Wear app to control GymNext timers via a connection to the FlexTimer app running on their phone or tablet

### Software Developer



D+H

[January 2016 - April 2016](#)

[Mississauga, Ontario, Canada](#)

Inherited an online payment service written in legacy code which allows clients to notify billers when switching bank accounts

Implemented a search function using the ASP.NET framework to allow clients to search for orders in the SQL database

Created an MVP for a biller mapping solution using HTML and Javascript which allowed D+H to map current billers in their system to those that financial institutes provide them on a bi-weekly basis

Fixed defects found by QA within the Payment Manager solution

## Professional Skills

Swift 3 | 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

## Projects

### WombDefender

[September 2016 - Present](#)

Lead developer for a swipe based iOS game written in Swift in which users draw barriers to block projectiles from colliding with the center of the screen

Implemented AVAudioPlayer to play sound effects

Integrated CoreLocation to generate leaderboard regions

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 to make the app feel more cohesive

Created a leaderboard using a Node server to keep track of high scores and generate a table based on highest rank

Designs: [behance.net/zuheiralsa502f](https://behance.net/zuheiralsa502f)

### Tasks

[May 2016](#)

Implemented table views, scroll views and custom table cells to create a reminders application that differentiates tasks based on priority and time frame

### JoinMi Messaging

[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

[December 2015](#)

Developed an app in Java using the Swing Framework which generated a random quiz on the countries of South America

Wrote both front and back end code to keep track of scores

## Other Experience

### Engineering Society

[University of Waterloo - May 2016](#)

Debated and voted upon issues affecting the Engineering Faculty and its students to help resolve conflicts

### Academic Representative

[Appleby College - 2015](#)

Started a mentorship program to ensure a smooth transition into boarding school