

# Assad Javed Karim

## Career Summary:

I'm a Software Engineer having around 4 years of professional software development experience. My major responsibilities are writing and maintaining good quality code. Managing agile team(s). Sprint planning. Code reviews. Managing client meetings with/without team. UI Automation.

## Technical Skill Set:

<b>Environment</b>	Microsoft Windows, Apple Mac OSX
<b>Databases</b>	MySQL, SQLite, MongoDB
<b>Language</b>	ObjectiveC, Swift, Java, PHP, VB6, C#, Javascript
<b>Technologies</b>	iOS, Cocos2D, Xamarin, Unity3D, Vuforia, Node.js, Git, Maven, Heroku
<b>Scripting Language:</b>	HTML, CSS
<b>Software:</b>	Microsoft VS, Xcode, Adobe Dreamweaver, Microsoft Office, Eclipse, ARAXIS Merge, Xamarin Studio, Source Tree, GitHub Client, JetBrains IDE, NetBeans IDE, Visual Studio Code, Sublime Text, Android Studio, Sketch, GIMP
<b>Frameworks</b>	Standard iOS Frameworks (UIKit, Foundation, AVFoundation, CoreData, CoreLocation, Social etc), Parse, AFNetworking, Alamofire, Crashlytics, Facebook Pop, Crittercism, InstaBug, Microsoft Intune SDK, UnityAds, Angular.js, Express.js, Socket.IO, W3.CSS

**Project Management Tools:** Atlassian JIRA, Atlassian Confluence, GitHub, BitBucket

## Work History:

**Project Name:** Test Driven Development for Isometric Game Design SDK

**Project Details:** Major responsibility was to design and code various test cases with appropriate outcomes to check various functionalities of the SDK. Suggesting and making any fundamental and necessary changes and identifying the problematic areas in the code were also a part of this exercise.

**Environment & Technologies:** iOS, Xcode

# Assad Javed Karim

## Project Name: Farm Attack

**Project Details:** An in-house strategy based social game called Farm Attack. Major responsibilities were implementation of complete UI, animations and some implementation of the game's data model.

**Environment & Technologies:** iOS, Cocos2D-X, Xcode, Eclipse, Android

## Project Name: Learn English

**Project Details:** An in-house educational app, mainly focusing on the goal of improving English language skills. The app provides quizzes of various categories, like grammar, punctuation, spellings, etc. with each category having three levels of difficulty. Used Parse as BaaS. Also designed a server side communication client for the mobile app. It was developed as a Mac OS X application while the Parse cloud was used as the back end.

**Environment & Technologies:** iOS, Mac OSX, Parse SDK, Xcode

## Project Name: Comfy By Building Robotics

**Project Details:** iOS app developed for Building Robotics USA. Comfy enables people to adjust the temperature in their office space. Comfy connects to heating and cooling systems, and learns your preferences, so it can dynamically adjust to peoples choice. Major responsibilities were implementing the complete UI interface of the app, animations, web services, and logic for different states of the app as per server's response.

**iTunes Link:** <https://itunes.apple.com/us/app/comfy-mobile/id805595791?mt=8>

**Environment & Technologies:** iOS, Xcode, Crittercism

## Project Name: Shrine Of The Tigers

**Project Details:** iOS slots game. Implemented the complete game myself, including all the game logic, animations, business logic, and data model.

**iTunes Link:** <https://itunes.apple.com/us/app/shrine-of-the-tigers/id889539671?mt=8>

**Environment & Technologies:** iOS, Parse SDK, Xcode

## Project Name: HealthWyse

**Project Details:** Worked as a support developer for a diverse and multi-disciplinary Enterprise Resource Planning Solution; HealthWyse. The products are written using different technologies and are heavily dependent on SQL database (Sybase) at their backend.

**Environment & Technologies:** VB 6.0, Sybase SQL Anywhere, ARAXIS Merge

## Project Name: My Social Story

**Project Details:** An iOS app developed for children having symptoms of Autism which is a neurodevelopmental disorder. The app allows the child to create, edit and view his / her social stories in a highly interactive way. Tons of animations and colorful UI elements adds to the overall look and feel of the app. A social story in the app consists of multiple pages with each page having a picture and a story with an option of audio recording. The app allows to capture images via device camera, upload them from device's photos app, or you

# Assad Javed Karim

can even draw it with a special built-in Drawing Canvas. The app also incorporates a speech synthesizer for reading out the story to the child.

**iTunes Link:** The app has been completed and delivered but is yet to be launched on the app store by the client. Demo can be shown upon request.

**Environment & Technologies:** iOS, Xcode, Facebook Pop, Crashlytics

**Project Name:** Microsoft Intune SDK Integration For Citrix's ShareFile iOS App

**Project Details:** Integration of Microsoft's Intune SDK to existing Citrix's ShareFile iOS app for adding MDM (Mobile Device Management) and MAM (Mobile Application Management) support. Intune's MDM and MAM policies allow various set of features of the device and app to be controlled via Intune Company Portal. Deployment and testing of the app and Intune's policies via Intune Company Portal were also a part of this project.

**Environment & Technologies:** iOS, Xcode

**Project Name:** Citrix's Upload To ShareFile Plug-in For Canon's Capture OnTouch

**Project Details:** Worked on the development of a plugin that's used to upload documents scanned from Canon's Scanner device (having Capture OnTouch support) to Citrix's ShareFile Cloud. For the project we used Canon's P-215II Image Formula Scanner device. The plugin was binded with Capture OnTouch application using Capture OnTouch SDK.

**Environment & Technologies:** Microsoft Visual Studio 2012, COT SDK, Canon P-215II Image Formula, C# .NET

**Project Name:** eBricks TestSpot SDK

**Project Details:** Worked on the development of an SDK used as a part of a bigger product called TestSpot. It is basically a test cloud used to perform UI and unit testing of mobile apps in real time. The iOS mobile SDK was developed by me as a part of the package. The SDK provides the TestSpot users with features like submitting crash reports with detailed analytics and statistics of the device to the TestSpot cloud, logging issues by capturing device screenshots with custom controls and complete editing features for the captured screenshots, submitting feedbacks, generating heat maps to identify most tapped areas for each available screen in the app, accessing and logging each URL the apps hits.

**Project Name:** ReverseWorld

**Project Details:** An arcade style iOS game. Complete game concept and implementation done by myself.

**iTunes Link:** <https://itunes.apple.com/us/app/reverseworld/id1047610613?ls=1&mt=8>

**Environment & Technologies:** iOS, Parse SDK, Xcode

**Project Name:** vABC

**Project Details:** An Augmented Reality based educational app used for teaching English letter to children. The app augments 3D models of letters and illustrations of objects when device's camera is pointed at an image target of the desired letter.

**iTunes Link:** <https://itunes.apple.com/us/app/v-abc/id1086178437?mt=8>

# Assad Javed Karim

**Play Store Link:** <https://play.google.com/store/apps/details?id=com.aips.vABC>

**Environment & Technologies:** Unity3D, Vuforia, Xcode, GIMP, Android Studio, iOS, Android

**Project Name:** TOTE

**Project Details:** An online shopping app developed under contract for one my Canadian based associates. It has features like dropping articles into wishlist and cart via swipe, token based article search, highly interactive and very appealing user interface design, Facebook login, Stripe implementation for payments.

**Environment & Technologies:** Xcode, GIMP, iOS

**Project Name:** Jamba Juice

**Project Details:** Worked with one of our US based clients, Hathway, to work on the iOS app for Jamba Juice Company, a restaurant retailer headquartered in Emeryville, California. Majorly worked on the UI design, storyboarding and implementation of add-on features.

**iTunes Link:** <https://itunes.apple.com/pk/app/jamba-juice/id932885438?mt=8>

**Environment & Technologies:** Xcode, iOS, Sketch, Git

**Project Name:** Fresh Step® Paw Points® Rewards

**Project Details:** Worked with one of our US based clients, Hathway, to work on the iOS app called Fresh Step®. Majorly worked on the implementation of new add-on features after the first app launch related to Shelters, User Account Info, Banner Displays, Custom UI for receipt uploader etc.

**iTunes Link:** <https://itunes.apple.com/us/app/fresh-step-paw-points-rewards/id1093636902?mt=8>

**Environment & Technologies:** Xcode, iOS, Git

**Academic Profile:**

Bachelors Of Computer Science From National University Of Computer and Emerging Sciences (NUCES-FAST), Lahore, Pakistan. Duration: 4 Years, CGPA: 3.35 / 4.0

**Extra Curricular Activities / Interests:**

Table Tennis, Aviation, Military Magazines, Flight Simulation, Cars, Augmented Reality, Virtual Reality