

Proposed position for this project:

Mobile Application Developer

Reference	MOB55	
Nationality	Jordanian	
Education	2007 – 2011 Bachelor's Degree in Software Development	
Countries of work experience	Amman, Jordan	
Languages	<ul style="list-style-type: none"> • Arabic • English 	
Skills	<ul style="list-style-type: none"> • In-depth understanding of computer programming language and ability to code. • Knowledge of most types of graphic design software, including object-oriented management and metadata management software. • Active listening skills to truly hear feedback and incorporate notes effectively. • Ability to think creatively and find unique solutions to problems. • Strong communication skills to effectively speak with people at any level of an organization from subordinates to supervisors. • Technical: XCODE, Subversion, SVN, MAC, MAC OS, Windows Script-Tools: Maven Tools And Utilities: Xcode 7, GitHub, SVN, SOAPUI, Putty, WinSCP 	
Professional experience record		
Company Name	Period From To	Position
Confidential	November 2019 – Now	Mobile Application Developer <ul style="list-style-type: none"> • Designed, developed, tested and deployed mobile applications using Kony APIs, Java, HTML, CSS, JavaScript, Eclipse, Apache Tomcat Server, and WebSphere. • Extensively involved in migration of the forms from standard to flex forms. • Implemented custom animations and transitions to flex containers and forms using Kony animation API. • Involved in consuming the web services and controlling the request response with preprocessor and postprocessors.

		<ul style="list-style-type: none"> • Implemented remote deposit check feature, which involves third-party vendors like MiSnap SDK, Passport, and Mitek etc. • Created custom widgets using JavaScript and Kony API to suffice the business requirement. • Written FFIS on Kony platform for IOS, Android platforms for achieving native features.
Confidential	May 2015 – 2019	Mobile Application Developer <ul style="list-style-type: none"> • Create mobile games that would be fun, challenging, and unique; currently have developed four mobile app games for the company to great acclaim on the Apple Store. • Develop design features and character specs before allowing game to go further into production. • Accept criticisms from team members to make gameplay better. • Work with various companies to sponsor games and develop a budget before production increases. • Present finished project to upper management to receive final approval.
Confidential	2011 – 2015	Mobile Application Developer <ul style="list-style-type: none"> • Customized coding, software integration, analysis, configuring solutions, or using tools such as Pega, FileNet, and WebSphere integration products to customize or generate a product. • Conducted robust unit testing and provides support for subsequent release testing. • Provided escalated support for applications in production. • Worked independently on most phases of applications systems analysis and programming activities. • Provided direction in the development and maintenance of solutions as well as participated in various phases of the development lifecycle. • Applied an understanding of key business processes and practical experience to solve a range of straightforward problems. • Analyzed the possible solutions using experience, judgment, and precedents.

