

HOSSAM GHAREEB

SOFTWARE ENGINEER



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OVERVIEW

I'm Hossam Ghareeb, Software engineer graduated from Alexandria University with Bachelor degree in Computer and System Engineering. I have big experience in iOS. I love game development and algorithms.



SKILL

PROFESSIONAL SKILL

iOS Development	★★★★★
watchOS	★★★★★
OOP	★★★★★
Objective-C	★★★★★
Swift	★★★★★
C++	★★★★★
Cocos2d	★★★★★
Java	★★★★★
PHP	★★★★★

OTHER

Languages Arabic, English



EMPLOYMENT

Software Engineer(iOS)

May 2015 - present

Prototype Interactive.

Developing and managing apps for iPhone and iPad. Working with WatchKit, Size classes, Swift, Autolayout, being familiar with RTL support.

Software Engineer(iOS)

Sep 2014 - May 2015

ideaTree.

Developing apps for iPhone and iPad. Working in server API's using PHP and Parse SDK. Getting familiar in using Autolayout, size classes and Swift.

Software Engineer(iOS)

Sep 2012 - Sep 2014

InovaEg

Used native Objective-C to develop state-of-the-art mobile applications for (iPhone and iPad). Got experience in In-App-Purchase, Storyboard, Push Notifications, Memory management, EventKit and cocos2d.

Android Developer

June 2012 - July 2013

Menes Corporation.

Used AndEngine game engine to develop an Educational game called "KameleoMath" which published in Google Play. The game is for children to teach them fundamental operations of mathematics.



EDUCATION

Bachelor Degree

Computer And System Engineering

2012

Alexandria University

Got bachelor degree from Computer And System Engineering. During studies we gained big experience in Programming, Algorithms, Mathematics, and Software Engineering,



ACCOMPLISHMENTS



Coursera Verified Certificate, License HESWHPS7LQ
Programming Mobile Applications for Android Handheld Systems



Application Development With Swift Book
Author