

# Fayez Ismail

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## SUMMARY OF SKILLS AND QUALIFICATIONS

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**Programming Languages:** Java, JavaScript, C, C++, Python, SQL

**Technologies:** Robotics, Machine Learning, Web Development

**Frameworks & Tools:** Arduino, SolidWorks, Git, Docker, TravisCI, Flask, React

**Soft Skills:** Leadership, Cross-Cultural Communication, Technical Mentoring

## EDUCATION

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### Queen's University

*Bachelor of Engineering, Computer Engineering*

Kingston, Ontario, Canada

*Expected May 2027*

## EXPERIENCE

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### Communication Coordinator

*ECE Executive Team*

May 2023 – Present

*Queen's University, Kingston, ON*

- Coordinated communication efforts for the ECE executive team, facilitating clear and effective information flow between team members and the broader student community.

### Flying Squad Member

*FIRST Robotics*

Oct. 2023

*Singapore, Greece*

- Assisted multiple teams with technical issues during the competition, ensuring all robots were fully operational.
- Contributed to problem-solving in high-pressure environments with cross-cultural teams.

### Software Engineer Intern

*Canadian Space Agency*

Jan. 2024 – Apr. 2024

*Canada*

- Worked on the development of software systems for the Lunar Rover project, focusing on autonomous navigation and data analysis.
- Collaborated with a multidisciplinary team to ensure the successful integration of software with hardware components.

### Volunteer

*FIRST Global*

Jan. 2021 – Present

*Various Locations*

- Provided technical support and mentorship to international teams, helping them overcome engineering challenges.
- Contributed to the global robotics community by fostering innovation and collaboration among participants.

## LEADERSHIP

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### Community Representative

*Various Non-Governmental Organizations (NGOs)*

Jan. 2019 – Jun. 2023

- Assisted NGOs during summer vacations and school breaks, working on development programs aimed at improving living conditions in various communities.
- Attended and facilitated sessions and meetings with local community representatives to conduct needs assessments using the Rapid Participatory Approach (RPA).
- Identified suitable development programs based on the assessed needs of each community.
- Communicated and collaborated with individuals and groups from development organizations and local communities to improve environments and living conditions.
- Enhanced leadership, communication, and interpersonal skills, becoming more confident and comfortable discussing issues with people from diverse backgrounds.

## PROJECTS

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### Automated Fluid Dispenser | *SolidWorks, Arduino, C++*

Sep. 2023 – Dec. 2023

- Led a team to design, model, and build an Automated Fluid Dispenser, utilizing skills in 3D modeling with SolidWorks and Arduino programming.
- Coordinated workshop fabrication and electrical engineering aspects, ensuring the final product met all functional requirements.

### Website Development | *HTML, CSS, JavaScript, React*

May 2021 – Present

- Created a fully functional website to improve online presence and user engagement.
- Integrated React components for dynamic content and user interaction.