GEORGE EISA

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EXPERIENCE

Wish ● **Mobile Software Engineer** ● *San Francisco, CA*   *May 2017 to Aug. 2017*
- Worked on Wish's global line of E-commerce Android and iOS applications and website
- Full-stack development of feature that incentivises users to review new products **[Java/Python/Mongo]**
  Impact: **938%** increase in sales of new products; **96%** user engagement in feature
- Launched a new promotion that boosts app usage with a random daily giveaway of products **[Python/SQL]**
  Impact: **2%** increase in revenue; **5%** increase in daily active users
- Implemented two new payment methods to accommodate low liquidity users **[Java]**
- Contributed to major redesign of the product reviewal process for Android and iOS **[Java/Swift/JS]**

UW Robotics Team ● **Project Manager** ● *Waterloo, ON*   *Sept. 2016 to Dec. 2016*
- Delegated tasks to teammates, managed funds, and integrated the software and hardware components
- Created music-playing and room-navigating robots which won second place **[C/C++]**

SKILLS

Proficient
Java ● Python ● C#
C ● C++ ● Lua

Familiar
JavaScript ● Swift ● Scala
Arduino ● CSS ● HTML

Technologies
Git ● Subversion ● Android
Mongo ● SQL ● Firebase
Unity ● OpenCV ● Node.js

EDUCATION

University Of Waterloo
Software Engineering
Candidate for BSE in 2021

96.7% 1A ● **95.6% 1B**
Dean's Honours List

SCHOLARSHIPS

- Scotiabank and UW Software Engineering Scholarship, $15,000
- UW President's Scholarship, $5,000

PROJECTS

Online Roblox Games [Lua] ⬀
- Developed several popular youth games for the Roblox platform
- Accumulated over **37 million plays** and earned over **$52,000** in profit
- Work includes code maintenance, advertising, and customer support

Pronto Android App [Java/Python] ⬀
- App that uses linear regression machine learning to sort the daily messages in congested Facebook group chats

Hands-Free Snake [C/Java/OpenCV] ⬀
- Computer vision arcarde video game that is controlled exclusively with facial expressions for use by children suffering movement disabilities

SportiGO Android App [Java/JS/Firebase] ⬀
- Crowd-sourced Android app which allows users to organize and join sporting events in their community

A.I. Labs Android App [Java/JS/Lua] ⬀
- App that teaches programming and AI design by having the user create and face off AIs for arcade games right from their phone
- Created a mobile IDE equipped with syntax highlighting and auto-complete
- Synchronized viewing of the AI battle for all participants

AWARDS

First Place at Greylock Hackfest, $10,000	*2017*
Hardware Hack Winner at Yale's YHacks Hackathon	*2016*
Featured in the Toronto Star for **99.33%** Graduating Average	*2016*
Governor General's Academic Medal	*2016*
First Place in ECOO Team Programming Competition, Provincials	*2016*
Software Winner in UW Tech Retreat Hackathon	*2015*