

EXPERIENCE

- Facebook • Feed Surface Engineering Intern • Menlo Park, CA** *May 2019 to Present*
- Targeted emerging markets and increased social interactions with new features on the Facebook Feed
 - Collaborated with machine learning teams to serve intelligent conversation suggestions to users
 - Developed cross-app integration for sharing directly from Facebook to friends on Messenger **[Java]**
- Square • Server Ecosystem Engineering Intern • Kitchener, ON** *Sept. 2018 to Dec. 2018*
- Specialized in identity verification and data encryption while maintaining Square Cash services and databases
 - Redesigned databases to improve encryption and security, as well as analytics on hashed data **[Java/SQL]**
 - Improved integration and error handling between Java and Ruby microservices **[Java/Ruby]**
- Tumblr (Yahoo!) • Android Core Engineering Intern • Manhattan, NY** *Jan. 2018 to April 2018*
- Focussed on app infrastructure and performance as part of Tumblr's Android Core Team
 - Created system for assets to be dynamically loaded at runtime instead of downloaded with the app **[Kotlin]**
Impact: 9% decrease in android app .apk size; Reduction in start-up time; Assets are easily updatable
 - Added new solution for cloud messaging and push notifications **[Java]**
 - Reconfigured app and server to reduce image request size **[PHP/Java]**
- Wish • Full-Stack Product Engineering Intern • San Francisco, CA** *May 2017 to Aug. 2017*
- Full-stack development of a 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/Swift/JS]**
- UW Robotics Team • Project Manager • Waterloo, ON** *Sept. 2016 to Dec. 2016*
- Delegated tasks, managed funds, and integrated the software and hardware components **[C/C++/Arduino]**

LANGUAGES

Proficient

Java • Python • C/C++ • Lua

Familiar

Kotlin • Scala • JavaScript
 PHP • HTML/CSS • C#
 Swift • Ruby • Assembly

EDUCATION

University Of Waterloo

Software Engineering

Candidate for BSE in 2021

95.3% Cumulative Average

SCHOLARSHIPS

- First in Class Engineering Scholarship (2nd Year)
- Scotiabank Software Engineering Scholarship
- UW President's Scholarship

PROJECTS

Online Roblox Games [Lua]

- Developed several popular youth games for the Roblox platform
- Accumulated over **44 million plays** to date and is increasingly profitable

Pronto [Java/Python]

- Android app that uses machine learning to sort out the relevant daily messages in congested Facebook group chats

inSight [C#/OpenCV/ARKit/TensorFlow/Arduino]

- Designed and created a hands-free augmented reality headset
- Image tracking on pupils and image recognition on the environment allows users to learn about their surroundings and control IoT devices

Pixel Planet [Python/Java/Mongo/Firebase]

- Turns the Google Maps globe into a shared canvas for users to paint on
- In-app user interaction through friends, messaging, and communities

More of my projects at georgeeisa.me

AWARDS

- Overall Winner at Hack the North *2017*
- 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*