

EXPERIENCE

- Jane Street • Trading Desk Engineering Intern • Manhattan, NY** Winter 2020
- Supported the traders and high-frequency trading systems on the firm's bond trading desk
 - Designed and built a robust message stream solution for performant and scalable data multicasting [OCaml]
- Facebook • Feed Surface Engineering Intern • Menlo Park, CA** Summer 2019
- 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** Fall 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** Winter 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** Summer 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]

LANGUAGES

Proficient: Java • Python
 C/C++ • OCaml • Lua

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

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

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