# GEORGE EISA

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## EXPERIENCE

**Tumblr** ● **Android Core Engineer** ● *Manhattan, NY* *Jan. 2018 to April 2018*
- Focussed on app performance and feature integration as part of Tumblr's Android Core Team
- Set up infrastructure for assets to be dynamically loaded at runtime instead of downloaded with the app **[Java]**
  *Impact*: **9%** decrease in android app .apk size; Reduction in start-up time; Assets are easily updatable
- Added new system for cloud messaging ● Reconfigured app and server to reduce image requests **[Java/PHP]**

**Wish** ● **Full-Stack Product Engineer** ● *San Francisco, CA* *May 2017 to Aug. 2017*
- Worked on Wish's 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/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++/Arduino]**

## SKILLS

**Proficient**
Java ● Python ● C ● C++ ● Lua

**Familiar**
Kotlin ● Scala ● Arduino
JavaScript ● HTML/CSS ● C#
PHP ● Swift ● Assembly

**Technologies**
Android ● Mongo ● SQL
Firebase ● Unity ● OpenCV
Flask ● Node.js

## EDUCATION

**University Of Waterloo**
**Software Engineering**
Candidate for BSE in 2021

**96.2% Cumulative Average**

## SCHOLARSHIPS

- **First in Class Engineering Scholarship (2nd Year)**
- Scotiabank and UW 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** and earned over **$73,000** in profit
- Work includes code maintenance, advertising, and customer support

**Pronto [Java/Python]**
- Android app that uses linear regression machine learning to sort the 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

**A.I. Labs [Java/JS/Lua]**
- Android app allowing users to create and face off AIs for arcade games
- Built a mobile IDE equipped with syntax highlighting and autocomplete

**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

## 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*
- First Place in ECOO Team Programming Competition, Provincials — *2016*