GEORGE EISA

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EXPERIENCE

Square ● **Server Ecosystem Engineering Intern** ● *Kitchener, ON*   *Sept. 2018 to Present*
- Specialized in identity verification and data encryption while maintaining Square Cash services and databases
- Played major role in a database migration to improve encryption and security **[Java/SQL]**

Tumblr (Yahoo!) ● **Android Core Engineer** ● *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 Engineer** ● *San Francisco, CA*   *May 2017 to Aug. 2017*
- Worked on Wish's line of E-commerce Android, iOS, and web applications
- 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]**

LANGUAGES

Proficient

Java ● Python ● C/C++ ● Lua

Familiar

Kotlin ● Scala ● JavaScript

PHP ● HTML/CSS ● C#

Swift ● Arduino ● 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 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

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*
- First Place in ECOO Team Programming Competition   *2016*