

# Yahya Ismail

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## Objective

A Software Development position where my passion for gamification and software architecture as well a love of entrepreneurship will allow me to produce innovative solutions and grow as a person.

## Education & Achievements

**Honours Bachelor of Engineering in Software Engineering** Expected Spring 2019  
York University, Toronto

- Co-lead Organizer of ElleHacks - An all female hackathon at York University with more than 250 participants February 2017
- VP External of Women In Science and Engineering at York University 2017-Present
- The Ubisoft Best Game Prize at UofTHacks IV (**\$300 Prize Value**) - Created a VR Quidditch game in 36 hours using Unity3D and C# January 2017
- Second Place at Start-up Weekend (**\$8000 Prize Value**) - Developed App to convert speech to text, as well as translate and summarize it October 2016
- Founded Nightblade out of the BEST incubator at York University 2016
- President and creator of the York Game Makers club 2014-Present
- Communications team in Lassonde Student Government 2015-2016
- Utilized Agile and Scrum to develop a fully functional application to translate ASCII guitar tablature to PDF tablature 2015

## Work Experience

### Software Developer - Co-op

RBC, Toronto

January - April 2017

- Building new pages and functionality into the Online Banking platform to incorporate security and usability and evolve with new front-end design theory.
- Developing an employee management tool using Angular2, React, and NodeJS and deploying it to IBM Bluemix.
- Reviewing JavaScript, HTML, and C templates (used in Online Banking) for vulnerabilities such as script injection, and updating code where possible to conform to shifting security standards.

### Solution Architect Analyst - Co-op

RBC, Toronto

September - December 2016

- Conducting performance modelling in order to optimize pickups of deposits from RBC ATMs in order to not burden the deposit processing centers with unnecessary work.
- Use my knowledge of programming, networking, security, and computer hardware in order to assist in development of project plans and models.

My portfolio can be found at: <http://yahyaismail.me>

**Founder and Developer**

Nightblade, Mississauga

May – September 2016

- Founded Nightblade out of the BEST Lab Incubator at York University
- Used Unity3D and C# to develop Dusk Ops; 2D multiplayer top-down arcade shooter.
- Creating and managing matchmaking server on a Raspberry Pi with plans to utilize Amazon Web Services.
- Managing company paperwork and leading colleagues from different backgrounds to synergize and create the best product with minimal issues between team members.

**Information Security Analyst – Co-op**

CIBC, Toronto

May - September 2015

- Created multiple batch/bash scripts that allowed for automation of sorting through and cross-referencing excel documents. The scripts were made to run on the extremely restrictive CIBC desktops and allowed a user to use them without needing administrator privileges.
- Participated in a wide variety of roles including documentation of security applications and tightening firewall rules, as well as bridging communication with other teams in multiple efforts to aid in strengthening the security posture of CIBC.

**Engineering Capstone****Autonomous Vehicle Sensor Calibration System**

AMD/York University

September - April 2019

- Utilized calibrated edge-detection algorithms to enable cameras on an autonomous vehicle to identify obstacles in any weather condition
- Created a driving simulation to test the camera calibration by having cameras pointed at a screen and controlling the car in the driving simulation

**Technical Skills**

- Fluent in Java, C, C++, C#, Python and BASH.
- Proficient in game design and introducing gamification to traditional software applications
- Skilled at scripting to automating tasks and increase productivity in traditional development
- Experienced in using Git and GitHub for software version control.
- Especially skilled in the Unity3D workflow in the creation of 2D and 3D games.
- Skilled at 3D modelling for game development and 3D printing.
- Good understanding of application penetration testing and knowledgeable at using Kali and Metasploit for ensuring secure application development.
- Skilled in programming and communicating with microcontrollers (MSP-430, Arduino, Vex, and PIC32) using C and MIPS.
- Excellent implementation and critical thinking skills acquired through countless hackathons
- Experienced in using Google Cloud Platform API for Natural Language Processing and Image Recognition.
- Familiar with using SCRUM and Extreme Programming in an Agile environment.

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