Yahya Ismail

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Objective

A Software Engineering Internship at a mid-sized company where my passion for creating and managing software as well as a multidisciplinary background in computers (development, security, and media creation) and hunger for learning will align with the culture of the company in order to allow me to produce excellent work and grow as an individual.

Education & Achievements

Honours Bachelor of Engineering in Software Engineering　　　Expected Spring 2018
York University, Toronto

- The Ubisoft Best Game Prize at UofTHacks IV **($300 Prize Value)** - Created in 36 hours a VR Quidditch game 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
- York University Entrance Scholarship ($2,000 value)　　2013
- Engineering Supplemental Entrance Scholarship ($1,500 value)　　2013
- Utilized Agile and Scrum to develop a fully functional application to translate ASCII guitar tablature to PDF tablature

Work Experience

Software Developer – Co-op
RBC, Toronto　　　　　　　　　　　　　　　　　January 2017 – Current
- Building multiple new pages and functionality into the Online Banking platform to incorporate security and usability.
- Developing an employee management tool using Angular2, React, and NodeJS and deploying it to IBM Bluemix.

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.

Software Developer and Website Manager
i-Lax Electronics, Mississauga   July–September 2013

- Single-handedly created a multiplatform application to print shipping, packing, and storage labels using Java, C++, and TSPL/TSPL2 scripts sent over LAN using the TCP protocol.
- Successfully converted the manual work of creating labels to a semi-automatic process.
- Consistently kept the website updated and managed using HTML, Javascript, and CSS.

Technical Skills
- Fluent in Java, C, C++, C#, Python and BASH.
- Proficient in various game development tools, notably LibGDX, Unity3D, and Unreal Engine
- 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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