Yahya Ismail     

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**Objective**

A Coop position where previous work experience, involving creation and management of software in both groups and alone, as well as experience in software design through multiple activities (both academic and extra-curricular) will allow me to both comprehend and assist in work that I participates in.

**Education & Achievements**

**Honours Bachelor of Engineering in Software Engineering** Expected Spring 2017 York University, Toronto

* President and creator of the York Game Makers club 2014-Present
* Communications team in Lassonde Student Government Present
* York University Entrance Scholarship ($2,000 value) 2013
* Engineering Supplemental Entrance Scholarship ($1,500 value) 2013
* Developed a fully functional application to translate ASCII guitar tablature to PDF tablature using Java with a simple to use GUI and a complete website designed with documentation readily available to any user; completely open source project hosted directly on GitHub.

**Work Experience**

**Information Security Analyst – Coop**

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** July–September 2013 i-Lax Electronics, Mississauga

* 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.
* Commended by technicians for ease of use and portability of the programming, allowing it to be used on any platform, as well as from anywhere provided the computer was connected to the company network.
* Consistently kept the website updated and managed using HTML, Javascript, and CSS.

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**Technical Skills**

**Software**

* Fluent in Java, C, C++, HTML, JavaScript, Python, BASH, and Batch.
* Can easily adjust between different IDEs and development platforms, with a strong background in Eclipse based IDEs.
* Excellent ability to transition between many different operating systems including many different distributions of Linux
* Able to properly utilize reversion control software and platforms such as Git and GitHub.
* Possess a good understanding in the implementation of network protocols from the IP protocol suite from both a development and security viewpoint.
* Able to conduct penetration testing on using the Kali operating system and especially experienced in using Metasploit.

**Hardware**

* Practiced in implementing electronic components and creating electronic circuits using multiple different platforms
* Experienced in programming microcontrollers such as the MSP-430, Arduino, and Vex with a strong footing in using the Raspberry Pi platform.
* Experience in creating circuits using various electronics components to achieve differing tasks, such as creating a joystick game controller as well as creating a two-wheel drive RC robot capable of autonomous and controlled movement.
* Skilled in programming and communicating with hardware using different languages including C and Turing.

**Personal Projects**

**York Engineering Competition** 2013-2015

* Annual participant in the York Engineering Competition
* Achieved a rank of 3rd place in the 2015 York Engineering Competition out of 12 teams.

**Programming Competitions**

* Avid participant in game jams such as Ludum Dare and the Toronto Global Game Jam.
* Achieved a score in the 95th percentile out of 2346 other games in Ludum Dare 26.

**Proof of Concepts**

* Regularly design proof of concept games to test new algorithms, languages, and styles of programming.
* Experience in implementing complicated algorithms (such as A\* path finding) and concepts (such as networking) through the use of proof of concepts.