Yahya Ismail     

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**Objective**

A fulfilling Co-op experience where my passion for creating and managing software and games as well as a multidisciplinary background in computers (development, security, and media creation) will allow me to excel in my work and grow as an individual.

**Education & Achievements**

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

* Second Place at Start-up Weekend **($8000 Prize Value)** – Developed October 2016 App to convert speech to text, as well as translate and summarize it
* 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**

**Solution Architect Analyst – Co-op**

RBC, Toronto September 2016 – Current

* 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.

**Founder and Developer**

Nightblade, Mississauga May – September 2016

* Currently using 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.
* Pitching company to potential investors and presenting the game to customers and peers.

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**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.
* 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.

**Technical Skills**

* Fluent in Java, C, C++, C#, Python, BASH, and Batch.
* Proficient in various popular 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 penetration testing and knowledgeable at using Kali and Metasploit for penetration testing.
* Skilled in programming and communicating with microcontrollers (MSP-430, Arduino, Vex, and PIC32) using C and MIPS.

**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.