

Youssef Rizkalla

YEAR 1 COMPUTER SCIENCE

✉ rizkally@mcmaster.ca | 🏠 youssefrizkalla.ml | 📺 JohnWinter13 | 🎧 JohnWinter13 | 📺 youssef-rizkalla

Experience

Fullstack Android Developer

Mississauga, ON

FATHER MICHAEL GOETZ SECONDARY SCHOOL

May 2018 - July 2018

- Developed a mobile app using Xamarin and C# to assist students in managing their school life
- Wrote a Windows Form program using C# to create and maintain a graph database of the school, mapping rooms in the school's building and connecting them with paths
- Integrated data-base into the mobile app and built a navigation system using a path-finding algorithm, which finds the shortest paths between two rooms on the same or different floors
- Connected a database to map Wi-Fi access points to rooms in the school's building, allowing the app to automatically detect the user's location and update it in real-time

Personal Projects

Wild Tiger Thai

github.com/JohnWinter13/wild-tiger

- Developing a restaurant web app with a focus on responsiveness and speed
- Utilizing GraphQL to query JSON data, allowing restaurant owners to easily modify menu items and images
- Implementing service workers to allow offline and progressive web app functionality
- Technologies used: GatsbyJS // React // Node // GraphQL

Fit Together

devpost.com/software/fit_together

- Developed a cross-platform mobile app to help people organize fitness events and find workout partners
- Integrated Google Firebase to setup user authentication and allow users to host and view fitness events
- Awarded Best Use of Google Cloud Platform at DeltaHacks V
- Technologies used: Flutter // Dart // Firebase

The Perpetuator

github.com/JohnWinter13/Ninja

- Developed a 3D / 2D perspective shift game in Unreal Engine for a board-wide game design competition
- Implemented inventory, shop, and shop systems; allows the player to collect coins and purchase items in the 3D world which they can then use in the 2D world to gain the upper hand in combat
- Placed 1st for the best 3D game category
- Technologies used: Unreal Engine 4.17 // Unreal Blueprints

Contest Programming

github.com/JohnWinter13/CPLibrary

- Showcases a collection of contest solutions on online judges
- Implemented algorithms and data structures pertaining to topics such as graph theory and dynamic programming
- Technologies used: C++ // C# // Java

Skills

Languages	C# // C++ // Python // Java // JavaScript // Node // Dart // Haskell
Frameworks	ASP.NET Core // GatsbyJS // Flutter // Xamarin // WPF // Windows Forms
Front-End	HTML5 // CSS3 // React // Angular // XAML // Material UI
Other	Git // GraphQL // SQL // Unreal Engine 4

Honors & Awards

Jan. 2019 **Best Use of Google Cloud Platform**, DeltaHacks V
Mar. 2018 **4th Place**, ECOO Round 1 Programming Contest
Feb. 2018 **Certificate of Distinction**, Canadian Computing Competition Senior Division
Dec. 2017 **1st Place**, Dufferin-Peel School Board Game Design Competition
Dec. 2016 **3rd Place**, Dufferin-Peel School Board Game Design Competition

Hamilton, ON
Mississauga, ON
Waterloo, ON
Toronto, ON
Mississauga, ON

Education

B.A.Sc in Computer Science

Hamilton, ON

McMASTER UNIVERSITY, GPA 11.2 / 12.0

2018 - Exp. 2022