Youssef **Rizkalla**

YEAR 1 COMPUTER SCIENCE · PASSIONATE SOFTWARE DEVELOPER

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Experience

Fullstack Android Developer
FATHER MICHAEL GOETZ SECONDARY SCHOOL

Mississauga, ON
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
- Technologies used: C# // AXML // Xamarin // Windows Forms

Personal Projects

Wild Tiger Thai Website
PROGRESSIVE WEB APP

github.com/JohnWinter13/wild-tiger
Jan. 2019 - Cur

- 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

The Perpetuator
UNREAL ENGINE 4 GAME

github.com/JohnWinter13/Ninja
Oct. 2017 - Dec. 2017

- Developed a 3D / 2D perspective shift game in Unreal Engine for a board-wide game design competition
- Designed a combat system in 2D, allowing the player to use different skills and weapons
- Implemented an inventory and shop system; 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
ALGORITHMS AND DATA STRUCTURES IMPLEMENTATIONS

github.com/JohnWinter13/CPLibrary
Nov. 2017 - Mar. 2018

- 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 // Haskell
Frameworks	Xamarin // ASP.NET Core // WPF // Windows Forms // GatsbyJS
Front-End	HTML5 // CSS3 // React // Angular // XAML // Material UI
Other	Git // GraphQL // SQL // Unreal Engine 4

Honors & Awards

Mar. 2018	**4th Place**, ECOO Round 1 Programming Contest	*Mississauga, ON*
Feb. 2018	**Certificate of Distinction**, Canadian Computing Competition Senior Division	*Waterloo, ON*
Dec. 2017	**1st Place**, Dufferin-Peel School Board Game Design Competition	*Toronto, ON*
Dec. 2016	**3rd Place**, Dufferin-Peel School Board Game Design Competition	*Mississauga, ON*

Education

B.A.Sc in Computer Science
MCMASTER UNIVERSITY

Hamilton, ON
2018 - Exp. 2022

- GPA: 11.2 / 12.0
- McMaster Honour Award Level 3 Recipient