

Chris Issa

SOFTWARE ENGINEER · COMPUTER SCIENCE GRADUATE · MCGILL UNIVERSITY

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Skills

Programming

Java, Scala, Python, C++, C#, Bash, PHP, Ruby

Web

HTML, CSS, JavaScript, React, Node.js w/ Express.js, REST/Bulk API, OAuth2

Databases

Oracle, Microsoft SQL Server, PostgreSQL, MySQL, SQLite

Data Engineering

Hortonworks Data Platform, Hortonworks Data Flow, Hadoop (HDFS, Yarn, MapReduce), Spark, Hive, Apache NiFi, Attunity

Tools and dependency

Git, Azure DevOps (Pipelines, Repos, Boards), IntelliJ, PyCharm, Eclipse, Sublime, VS, npm, SBT, Maven

Work Experience

Deloitte

Montreal, Canada

BACKEND DEVELOPER IN OMNIA - DELOITTE'S ARTIFICIAL INTELLIGENCE PRACTICE

Feb. 2019 - Present

- Developed batch processing pipelines using **Scala**, **Python**, **Spark**, and **Apache NiFi** to onboard data from multiple sources onto a **Hive**-based data lake.
- Refactored the codebase written in **Ruby** to **Scala** and **Spark**, which improved the ETL process performance by more than 50%.
- Developed schema evolution features with Spark and Scala that automate the addition and dropping of columns across all layers. This saved hours of work for each new batch of schema updates.
- Wrote **SQL** queries that capture the history of inserts, updates and deletes performed on the source systems.
- Developed a data quality framework in **Scala** that performs row comparisons for all sources between different layers.
- Improved the security of the platform by encrypting OAuth2 tokens and HTTP requests.
- Created build pipelines in Azure DevOps to enable CI/CD for both pre-production and production environments, which significantly reduced deployment time and effort.
- Led scheduled deployments and wrote deployment plans for the operations team.
- Created and assigned user stories for myself and the development team for each sprint following agile methodologies.

GIRO

Montreal, Canada

SOFTWARE DEVELOPMENT INTERN

May 2018 - Aug. 2018

- Developed graphical tools in **C++** for the principle software of the firm, Hastus, enabling users to vastly improve their efficiency in managing employee work calendars and scheduling jobs.
- Refactored heavily utilized legacy code by applying OOP principles and design patterns.
- Created design documents and contributed to code reviews.

Education

McGill University

Montreal, Canada

B.A IN COMPUTER SCIENCE, MANAGEMENT MINOR

Sep. 2014 - Feb. 2019

- Experience Award from the Natural Sciences and Engineering Research Council (NSERC)

Projects

Moodie: personal movie recommendations

2018

DEVELOPER

Montreal, Canada

- Wrote a web app that allows users to search for movies based on different moods (happy, angry, sad, confused, hungry etc...) and rate them accordingly for each mood attribute. Each user's ratings history is analyzed to generate personalized recommendations based on the weight of each mood attribute. Technologies used: **PHP** w/ Slim, **HTML**, **CSS**, **JavaScript**.

Intelligent Agent

2018

DEVELOPER

Montreal, Canada

- Designed an agent for the game "Tablut" in **Java** using the Minimax search algorithm and alpha-beta pruning with move ordering for performance optimization. My agent outperformed over 92% of the class, ranked 19th out of over 250 competing agents.

Software Engineering senior project: Pandemic

2018

DEVELOPER

Montreal, Canada

- Led a team of 4 students to create an implementation of the existing board game Pandemic and its "On The Brink" expansion as part of my software engineering senior project course. Used Unity3D, **C#** and Photon networking for online play.