HISHAM ISSA

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EDUCATION

Bachelor of Computing Honours, Minor in Business — *University of Guelph* Sept 2021 - Present

Relevant Courses:	Data Structures, C Programming, Object-Oriented Programming, Computer Algorithms, Microcomputers, Statistics, Operating Systems, Discrete Mathematics, and more.
Achievements:	College of Engineering & Physical Sciences Dean's Honours List

EXPERIENCE

Web Developer & Underwriting Intern — *Sovereign Insurance. Co-operators* May 2024 - Present
Toronto , ON

- Worked alongside **BI** and a team of underwriters.
- Developed multiple insurance premium raters using **Next.js and Node.js**. To be used by underwriters and brokers to generate monthly premium estimations based on a company's revenue, industry, employee count, and more. The raters covered different branches of insurance including D&O and General Liability.
- Utilized company databases in **SQL** for backend data and **object-oriented programming** principles for modularity and re-usability.
- Assisted Underwriters with **analyzing data related to the risk** being underwritten for new business by conducting research to procure additional data needed to make determinations on benefits and rates.

IT Analyst — *Computing and Communication Services. Univ. of Guelph* Sept 2023 - April 2024
Guelph , ON

- Provided technical troubleshooting, **IT information and solutions** to clients.
- Clients include students, staff, faculty, executives and associates of the university.
- Effectively resolved issues relating to **network connectivity** (wifi-secure, eduroam, Ethernet), **Microsoft 365 suite**, **operating systems** (OS), **PC hardware**, **virus/malware defects** and more.
- Enhanced customer experience by categorizing and documenting customer concerns on help articles available on the official support website.

PROJECTS

Cheese Clicker — *React JavaScript, HTML/CSS* May 2024 - July 2024

- An interactive online clicker game developed from the ground up using **JavaScript** and **HTML/CSS** with **React** utilization.
- Developed skills in **web development**, React hooks, audio integration, component-based architecture, local storage, animations and more.

Realistic 8 Ball Pool — *Full Stack* Jan. 2024 - April 2024

- A full stack 8-ball pool simulator with **realistic physics** that allows for a full match to be played between 2 players. Utilizes **Python**, a **C** physics library, **JavaScript**, **HTML/CSS** and **SQL**.
- Efficiently stored the state of tables, players and shots in an SQL database which is accessed and handled by a Python web server.

Game Suite — *Java, jUnit, Object-Oriented Programming* Oct. 2022 - Dec. 2022

- Developed a GUI game suite which allows users to play TicTacToe and Number Scrabble game using **object-oriented programming pillars** in **Java**.
- Used a **Docker** image as the development environment which involved the use of **Gradle** and **Git** to control compilation and packaging, and the **jUnit** testing framework to maintain a industry level coding environment.

SKILLS

Languages	C, C++, Python, Java, HTML/CSS, JavaScript, R, SQL
Frameworks	React, Tailwind, jUnit, Next.js, Node.js
Technology	Git, Docker, Visual Studio Code, Figma
Currently Learning	Swift, jQuery, Machine Learning