ISMAIL ELSHAKANKIRY

Software Engineer
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Passionate. Hard working. Gritty. A curious Software Engineer with a fresh, creative approach. I am driven by constant challenges and motivated by asking myself 'how can I improve'. My goal is to solve complex problems so that future engineers don't have to reinvent the wheel.

SKILLS

Javascript, Node, React, Express, Mongoose, SQL, Python, Java, C#, C++

EXPERIENCE

Software Engineer Immersive Program, *General Assembly* (04/2019 - 07/2019)

- Completed a full-time immersive software engineering program that included over 500 hours of professional training, in 12 weeks. Utilized a hands-on approach that focuses on real-world application of Front-End, Back-End development and Computer Science abstractions. Developed a portfolio of individually and collaboratively focused in-class projects, including:

- **Bricker Breaker** (web-based arcade game using Phaser.js)
- **Satellites API** (full-stack API for searching all Satellites in orbit)
- **Rec-Creation** (full-stack application for finding party games ideas and events)
- P4

Intern, *iXDev UK* (06/2017-08/2017)

- Responsible for testing features before they were deployed.
- Impacted the development process by quickly identifying the root of any problem that I found.
- Learned HTML, CSS and JavaScript in order to be of greater value to the team.

EDUCATION

Software Engineering Immersive, *General Assembly*, Washington D.C., 2019

BSc Computer Science w/ Robotics, *King's College London*, London, England, 2018