ISMAIL ELSHAKANKIRY

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Software Engineer

Passionate. Hard working. Gritty. I am a curious Software Engineer with a fresh, creative approach. 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, Java, C#, Python, Node, React, Express, Mongoose, MongoDB, SQL, Django

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 AP**I (full-stack API for searching all Satellites in orbit)
- **Rec-Creation** (full-stack application for finding party games ideas and events)
- **Pictionary** (a full-stack take on pictionary with a real-time, websocket based canvas)

Web Developer Intern, iXDEVUK (06/2017-08/2017)
- Responsible for testing features before they were deployed
- Impacted the development process by quickly identifying the root of problems
- 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

B.S. Computer Science w/ Robotics, *King's College London*, London, England, 2018