

# 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.

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## SKILLS

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

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## EXPERIENCE

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

- Completed full-time immersive software engineering program that included over 500 hours of professional training in 12 weeks. Utilized a hands-on approach to focus 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 viewing all Satellites in orbit)
- P3
- 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.

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## EDUCATION

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

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