ISMAIL ELSHAKANKIRY

Software Engineer
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As a recent Computer Science graduate, I am always looking to utilize my eagerness to learn and improve. Learning about various fields like: Robotics, OO-design, Databases, Computer Vision, Computer Graphics and Web Development has allowed me to understand a pick up new technologies at ease.

SKILLS

Javascript, Node, MongoDB, React, Express, Python, Java, C++, C#

EDUCATION

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

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

EXPERIENCE

Software Engineer Immersive Program, *General Assembly* (04/2019 - Current)
- Completed full-time immersive software engineering program that included over 500 hours of professional training in X weeks. Utilized a hands-on approach to focused 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)
- P2
- P3
- P4

Intern, *iXDev UK* (06/2017-08/2017)
- Worked with the web development team and was assigned testing tasks based on possible features they were going to implement.
- Learned HTML, CSS and JavaScript in order to be of greater value to the team.
- Was introduced to the Agile Development process.