Joey Issa

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TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, Golang, Lisp, JavaScript, Typescript, HTML/CSS
Frameworks: React, Bootstrap, Tailwind CSS, MaterialUI, Flask, JUnit, Jupyter Notebook, Gauntlet
Developer Tools: Git, Docker, Jira, Gerrit, Jenkins, Nginx, Android Studio, VS Code, Pycharm, Anaconda
Skills: Socket Programming, Multithreading, Database Management: SQL, Firebase

EDUCATION

Honours Bachelor of Science in Computer Science, GPA 9.4/10   Sep. 2022 – May 2026
University of Ottawa   *Ottawa, ON, CA*

EXPERIENCE

Software Developer   Sept. 2025 – Present
Ford Motor Company | Go, Python, Java, Make, Groovy, Bash, Wind River Linux   *Kanata, ON, CA*
- Developed software solutions in **Python**, **Go**, and **Make** to help support the **ECU Embedded Build** team.

Automation Developer   Jan. 2025 – Apr. 2025
Ford Motor Company | C++, Python, C#, Batch, Unreal Engine, Gauntlet Automation Framework   *Kanata, ON, CA*
- Refactored **Unreal Engine Blueprints** into **C++**, boosting performance by 35%, improving automation reliability, and streamlining testing workflows for greater efficiency.
- Implemented cross-system tests using **C++** and **Unreal Engine Blueprints**, integrating them into the **Jenkins CI pipeline** to automate HMI overlap validation, ultimately increasing testing efficiency and coverage.
- Developed robust **Python** and **Batch** scripts to enhance automation infrastructure, streamlining **Git submodule** management, accelerating regression detection, and reducing manual intervention in the **CI/CD** pipeline.

Software Developer   May. 2024 — Dec. 2024
Crypto4A | React, Typescript, OpenAPI, Tailwind CSS, Jenkins, Gerrit, Nginx, Docker, Linux   *Ottawa, ON, CA*
- Implemented a PlatformProvider **React Hook and Context** using **Typescript** within the QxConsole application to dynamically display available components based on platform version, improving user experience by ensuring relevant features are shown, reducing application errors by 30%.
- Developed page **blockers and alert systems** for unsaved changes across various components and pages, reducing data loss incidents by 40% and increasing user satisfaction with the QxConsole interface.
- Engineered a comprehensive Upgrade Assistant within QxConsole, integrating **API calls, polling, and user interface components** to facilitate seamless, toggle-able software upgrades, significantly reducing user downtime by 20% and improving overall system reliability and efficiency.

Software Developer Intern   Sep. 2023 — Dec. 2023
Groops | OpenAI Playground, Python, Data Analysis   *Boston, MA, US*
- Spearheaded the development of a data extraction system utilizing advanced web scraping techniques and **ChatGPT Playground API** for automated data analysis and process optimization.
- Optimized core product efficiency by decreasing execution time by 25%, resulting in a cost-effective operational cost of only 0.05 cents per run.

PROJECTS

QNX-Fighter | *QNX, C, C++, Python, Ncurses, Raylib, Pygame*   Mar. 2025
- **First place winner** for "Best Hardware Hack" at the CUHacking 6th Hackathon.
- Built and developed a custom Street Fighter-inspired arcade machine and game from scratch in **C** with **QNX**'s screen.h.
- Designed and developed multiple game prototypes using **C++** with **Raylib** and **Python** with **Pygame**, with partial attempts to port them to QNX.

ASL-Interpreter | *Python, OpenCV, MediaPy*   Dec. 2023 – Present
- Designed and implemented a sophisticated hand tracking module using **Python**, **OpenCV** and **MediaPy**, specifically tailored for the recognition of American Sign Language (ASL) letters.
- Developed the landmark decoding logic to accurately assign alphabet landmarks to their respective points of interest (POI), considering hand orientation (ORT), addressing challenges in distinguishing gestures with similar visual cues, such as characters like C and O.