RAYAN ISMAIL

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TECHNICAL SKILLS

Languages: C++, C, C#, Python, HTML, Visual Basic, Java, JavaScript, VHDL

Tools/Libraries: Git, Docker, Bash, .NET, VS Code, Eclipse, PyCharm, Rider, Microsoft Office

PROJECTS

Wordle Game   **HTML/CSS/JavaScript**
- Developed a clone of an online web game structured with HTML, styled and animated with CSS and an online library of animations, and game logic done in JS with words pulled from a database using an API

Staff Directory   **C++**
- Utilized linked lists and classes, fundamental data structures, to create a directory of staff that can be added or removed in a multitude of ways and store various information which can then be used to sort/view the directory

Minesweeper   **C#**
- Created a game where users aim to reveal all locations that do not contain a bomb on a board of variable size and difficulty – users can mark or reveal a location or restart once the game begins

Music Discord Bot   **Python**
- An interactive bot using discord.py that can be used to play music in voice channels by accessing them through the youtube.dl library. It takes commands from users to play, pause, or stop a song, or add and remove songs from queue while actively managing the storage used while downloading requested songs

Mastermind   **VB.NET**
- Console game where the user attempts to break a random 4-digit code by using feedback received after each guess made that is then stored in matrix for users to refer to

WORK EXPERIENCE

End User Device Programmer | Information Technology Services | Toronto Transit Commission   Jan 2022 – Apr 2022
- Utilized knowledge of structured programming and logic to maintain, update, and improve various Visual Basic .NET scripts by restructuring, fixing bugs, and adding functionality to improve user experience
- Assisted with the organization and analysis of various data about company devices by creating clear and concise documentation as well as the imaging and troubleshooting of company devices
- Gained collaborative and critical thinking skills as well as an ability to work in a self-driven environment

EXPERIENCES

Volunteer at Calgary Food Bank   Jul 2021 – Aug 2021

School Soccer Team   Mar 2019 –Jun 2021

Principal's Advisory Council   Nov 2019 – Apr 2021
- Collaborated with 12 peers to advise school leadership on decisions and school-wide events, such as a virtual board game night to enable students to connect despite COVID-19 which garnered 95% positive feedback

Co-Head of STEM Fellowship Chapter   Oct 2021 – Mar 2021
- Served as focal point to coordinate events with other school STEM clubs, such as the Big Data Challenge

Prosper Education   Jul 2020 – Oct 2020
- Co-founded a web-based peer tutoring service to assist students in light of COVID-19
- Facilitated the creation of the website by creating an algorithmic approach and assisting with HTML/CSS coding

LaunchX School Clubs   Oct 2018 – May 2019
- Co-founded a startup which was chosen as one of 20 teams from over 500 worldwide to deliver a pitch at **Global Demo Day at Massachusetts Institute of Technology** based on our product, business plan, and video pitch

EDUCATION

University of Waterloo, Waterloo, ON   Expected Graduation: Jun 2026
- Candidate for Bachelor of Applied Science in Honours Computer Engineering, Co-op   GPA 90.8%