

Nagee Elghassein

@isthisnagee • +1 (916) 450-1958 • jobs@isthisnagee.com
https://isthisnagee.com

EDUCATION

University of Toronto | BSc. Computer Science

Sep 2014 – Dec 2018

Specialist in Computer Science, Minor in Mathematics

Relevant Courses: Computer Graphics, Operating Systems, Compilers and Interpreters, HCI

WORK EXPERIENCE

Intuit | Software Engineering Intern

Sep 2017 – Aug 2018

Languages & Frameworks: Java, C#, JavaScript, Delphi, Spring, React

- Reduced contact volume by 6% and drove over 17k visits to self help articles by developing a context sensitive notification service for relevant and timely communication with desktop customers. Nominated for the Scott Cook Innovation Award.
- Worked on some core features and enhancements for the front-end of QuickBooks Tax.
- Streamlined the auto-update package creation process using a micro-service and SPA, cutting release time by approximately two hours and helping the release team efficiently create and test releases.
- Developed in house utilities and contributed to bug fixes and improvements across products.

Intel | Software Developer Intern

May 2017 – Aug 2017

Languages & Frameworks: JavaScript, PHP, Angular, Symfony

- Contributed to building a modern web application for the administration of continuous validation work-flows on state-of-the-art SSDs. Used actively by both firmware developers and management, and increased team productivity by 20-30%.
- Improved key test automation system components for continuously testing SSDs.
- Improved the New Product Integration engagement process and road-map schedule tracking.

Sacramento Municipal Utility District | Web Developer Intern

Jun 2016 – Aug 2016

Languages & Frameworks: JavaScript, C#, React, ASP.NET

- Using ASP.NET and React, built and designed an internal web tool for easily editing configuration files that exist on remote servers.

SKILLS

Languages: JavaScript (ES2015+), Java, Python, C#, Ruby, C++

Frameworks: React, Angular (2+), Spring, Django, Express, Unity, Rails, Symfony

SELECTED PERSONAL PROJECTS

Kokos

Dec 2018

Languages & Frameworks: Unity, C# | *Coming soon to the Steam store*

Built an asymmetrical 3-5 player VR game in a team of 10 (5 devs, 4 artists, 1 musician). Game is entered in the 2019 Level Up Showcase.

Unfortunately.tech

Feb 2018

Languages & Frameworks: Ruby, Rails | *GitHub:* isthisnagee/unfortunately

Unfortunately.tech is an active collection of user submitted rejection letters from around the internet. It is also a great domain name.

Desktop

Dec 2017

Languages & Frameworks: Angular | *GitHub:* isthisnagee/desktop

Based on the Sequitor Algorithm for inferring compositional hierarchies from strings, Desktop can recognize and automate repeated tasks on desktops.

HOBBIES

Reading, generative art, soccer.