

Nancy Iskander

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Montreal, QC, Canada
H2S 2H3

Work Experience

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|-----------------|---|
| 2019/03–Present | Ubisoft
Gameplay/AI Programmer
Programmer on Roller Champions, mostly focused on AI and gameplay. |
| 2016/11–2019/03 | Behaviour Interactive
Game Programmer
Programmer on Dead By Daylight, mostly focused on gameplay and systems. (Using: C++, Unreal Engine, node.js) |
| 2014/09–2016/09 | University of Toronto
Teaching Assistant
Duties include: leading labs and tutorials, writing unit tests, marking, holding office hours, and monitoring discussion boards. (Using: C, Python, Java) |
| 2014/05–2014/09 | Palantir Technologies
Software Engineering Intern
Full-stack software engineering intern on Raven. (Using: Java, Javascript) |
| 2013/09–2013/12 | Palantir Technologies
Software Engineering Intern
Full-stack software engineering intern on Raven , a web-based geospatial analysis application. (Using: Java, Javascript) |
| 2013/05–2013/09 | University of Waterloo
Undergraduate Research Assistant (Full Time)
<i>Research lab: Human-Computer Interaction, Supervisor: Prof. Ed Lank</i>
Developed software for and investigated territoriality and interaction on and around large, multi-touch, publicly-shared vertical displays. (Using: Processing, Java, matlab) |

2012/09–2013/04 | **University of Waterloo**
Undergraduate Research Assistant (Part Time)
Research lab: **Computer Graphics**, *Supervisor:* **Prof. Craig Kaplan**
Developed an interactive tool for gathering geometrical and narrative data from comic books, and developed interactive visualization tools to explore patterns in the collected data. (Using: Python, Javascript, OpenCV)

Post-Secondary Education

2014–2018 | **University of Toronto**
M.Sc. in Computer Science
Research lab: **Dynamic Graphics**, *Supervisor:* **Prof. Karan Singh**
Thesis title: Generating 3D models from sketches of human faces using a combined approach of Convolutional Neural Networks, Procedural Modeling, and Contour Mapping.

2012–2014 | **University of Waterloo**
Bachelor of Computer Science
Graduated with distinction and made the Dean's Honours List.

2008–2011 | **Alexandria University (Egypt)**
Computer and Communications Engineering
Transferred to the University of Waterloo upon immigrating to Canada.

Publications

2016 | James R. Wallace, *Nancy Iskander*, Edward Lank. Creating Your Bubble: Personal Space On and Around Large Public Displays. ACM Conference on Human Factors in Computing Systems (CHI 2016). (23.4% Acceptance rate)

Awards

2015 | University of Toronto Fellowship Award
2013 | NSERC Undergraduate Student Research Award