

Nancy Iskander

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Montreal, QC, Canada
H2S 2H3

Work Experience

- 2016/11–Present **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)
*Research lab: **Human-Computer Interaction**, Supervisor: **Prof. Ed Lank***
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 <i>Research lab: Dynamic Graphics, Supervisor: Prof. Karan Singh</i> <i>Thesis title: Generating 3D models from sketches of human faces using a combined approach of Convolutional Neural Networks, Procedural Modeling, and Contour Mapping.</i>
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, <i>Nancy Iskander</i> , 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)
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Awards

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

Skills and Tools

Languages	C++, Python Familiarity with: Java, Javascript, C, C#, Scheme, SQL
Other	Unix shell, git, Maya, OpenCV, OpenGL, Unreal Engine