Albert Youssef

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EDUCATION

University of California, Irvine Expected Graduation June, 2025
B.S. Software Engineering *Irvine*, CA
 Coursework in Software Testing QA and CI/CD, Database Design, Software Engineering, Data Structures
 and Algorithms, Object-Oriented Programming, Discrete Mathmatics, Boolean Logic and Structures.

WORK EXPERIENCE

Tatum Games January 2021 - May 2021
Game Developer Intern *Santa Monica*, CA
- Actively promoted creative Ideas, Collaborated in team building exercises, Managed projects with other Interns and focused on improving communication as a team using Unreal Engine and Unity Game Engines.
- Optimized existing attacking and wandering algorithms for enemy entities enhancing accuracy by 66%, redesigned the UI/UX of the SDK to improve fluidity, and tested authentication with user accounts.
- Gained experience in team collaboration and communication by regularly joining meetings on Microsoft Teams/Google Meets, contributing to team discussions and brainstorming.

Tatum Games January 2023 - May 2023
Intern Mobile *Santa Monica*, CA
- Developed the Mikros SDK by actively participating in building and testing processes, building projects within the Unity Game Engine using the SDK, and optimized C# algorithms resulting in a 40% speedup.
- Resolved issues throughout the SDLC on Jira in Atlassian, effectively communicated with the team through Slack, created/reviewed pull requests, merged commits through Github, and resolved commit issues.
- Created tutorial videos guiding other interns through the download process. Debugged code, revealed and resolved inefficient algorithms that were later pushed to the master branch.

Code Ninjas September 2021 - January 2022
Game Development/Coding Sensei (Instructor) *San Marino/Arcadia*, CA
- Lead classes of Black Belt "Ninjas" or end-of-program students in learning advanced game development in Java, Lua, and C# using Minecraft MCreator, Roblox Studio, and Unity respectively.
- Created, designed, and published problems coupled with developing the answer sheet for Student rank up challenges through Code Ninjas' Game Development Platform (GDP): CREATE.
- Developed code answer sheets to all CodeCombat levels, built custom games in Unity and in Code Ninjas' GDP to showcase examples and inspire creativity for Ninja's Belt Rankup Projects.
- Managed, coached and oversaw Code Ninjas' Fortnite, Rocket League, and Valorant Teams, conducted scimages against other locations, and signed up to participate in national tournaments.

RELEVANT PROJECTS

RiotAPI League Match History Analyzer
- Programmed software application intended to benefit the Riot Games ecosystem by supporting the players.
- Collaborated, Designed and developed the "League Match History Analyzer" application utilizing Python and Riot Games' API to extract and process player match history data.
- Integrated developer APIs provided by Riot Games to access comprehensive information about matches, champions, and player statistics. Submitted project and received approval for a publishable API from Riot.
- Implemented data parsing and filtering algorithms to accurately calculate win rates and other essential performance metrics.

SKILLS AND AWARDS

Technology: Knowledge of HTML, CSS, JS, C++, Python, Java, C#
Cloudflare Web Hosting, Linux, Jira, Adobe Creative Cloud, Git/Github and Github Pages, Unreal Engine, Unity Game Engine, Roblox Studio, Minecraft Mcreator, 4 Years IT/Hardware Experience
Awards and Leadership: Distinguished Eagle Scout Award, AHS E-Sports Club Founder
Languages: English, Arabic