Imane Yacoubi

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TECHNICAL SKILLS

Languages: C++, C, JavaScript, HTML/CSS, Python, Java
Frameworks/Libraries: Node.js, React, WebDriverIO, jQuery, Mocha, Bulma, Jest
Other: Git, Appium, Android SDK, Xcode, Figma, Arduino, AutoCAD, SOLIDWORKS

EDUCATION

University of Waterloo   September 2022 – present
Honours Bachelor of Computer Science - Co-op
GPA: 3.9 │ **Activities:** President of UWCLEC, Computer Science Club Community Representative, MathSoc Councillor

Humber College   September 2021 – May 2022
General Arts and Science - Technology Certificate
GPA: 4.0 │ **Relevant Courses:** Computer Hardware and OS, Digital Fundamentals, Product Design, AutoCAD

EXPERIENCE

Software Engineering Intern   May 2023 - August 2023
Huawei Technologies   *Markham, ON*
- Architected a cross-platform benchmark tool for WebView Performance on Android and iOS that generates a comprehensive report on load time, response latency, FPS, and memory use, for use by **100+** developers in **R&D**
- Implemented various measuring methodologies to extract and analyze webpage performance during simulated interactions, resulting in a significant improvement of page load accuracy through the use of the LCP metric
- Implemented automation logic in **Node.js** using **Appium** APIs, and successfully reduced test duration by over **75%**

Technical Support Specialist   September 2021 - September 2022
TECHSERVETO   *Toronto, ON*
- Assisted **30+** elders through 1-to-1 phone and video call sessions to resolve various technical challenges such as **cloud data storage**, **OS configurations** and **hardware troubleshooting**
- Presented in-person workshops on Video-Conferencing and Cybersecurity for an audience of seniors

Brand Ambassador   November 2021 - April 2022
Humber College   *Toronto, ON*
- Achieved a **50%** increase in online registrations for the winter 2022 orientation through on-ground promotion
- Negotiated quotes for services with various providers, managing budgets exceeding **$100k+** for high-profile events

PROJECTS

Chess │ *C++, X11/Xlib, Git/Github*
- Engineered a scalable object-oriented design, adhering to MVC architecture to ensure maintainability and extensibility
- Designed a modular code base with distinct interfaces for game logic, user interaction and graphics rendering in X11
- Created a polymorphic player class with human and four levels of computer players with incrementing game difficulty

FreeWill🔗│ *JavaScript, Python, HTML, CSS, JSON, OpenAI, Flask, Ajax*
- Engineered a Chrome extension for social media content filtering, empowering users with control over their TikTok feed

EUR-E-CLOCK🔗│ *Python, C, HTML/CSS, AsyncTCP, ESPAsyncWebServer, Arduino*
- Architected a full-stack alarm clock that requires the user to correctly answer a trivia question on a web interface to turn off the alarm, thereby enforcing an efficient wake-up routine while providing daily intellectual stimulation
- Designed the alarm in **SOLIDWORKS**, encapsulating the ESP32 and LCD display in a compact and aesthetic 3D part