Hasan Yousef

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ABOUT

A last year computer science student at Hadassah Academic College, game developer and programmer at Obscure Games.

..Curious about the latest technologies developed by the biggest tech companies for developing web apps and serving scalable products. I like to work on side projects and learn new skills to improve my overall problem solving, researching and designing skills.

LANGUAGES

Arabic, English & Hebrew

WORK EXPERIENCE

Game Developer - Obscure Games
Tel-Aviv, Jan 2022 - current
Obscure Games is a mobile game studio located at Tel-Aviv with a focus on Casual games.

EDUCATION & COURSES

- **B.Sc Computer Science, HAC Jerusalem (2019-2023)**
- Microservices with Node JS and React - Udemy
- Machine Learning by Andrew Ng, Stanford University
- Full Stack & Modern Web Design (M/PERN stacks & Java)
- AWS S3/RDS, Docker & Containerization in Cloud Computing
- C/C++ in OS/OOP college courses
- Computer architectures, Assembly language & software optimization
- Unity Certified Associate Courseware and C# Scripting
- Gherkin/Cucumber & Java Automation, HAC
- Information security, HAC

SIDE PROJECTS

zakat.ibarakah.com & api.zakat.ibarakah.com - Zakat is a form of almsgiving and Islamic taxes. The app helps small Zakat local collectors to run a full website (like this one) in less than a minute. It's a Shopiffy / Wix clone basically that I built with the same tech stack used to build kitab.pro.

kitab.pro & api.kitab.pro - Learning management system (LMS) for schools. I designed it with Figma and developed it with the following technologies: React.js, Next.js and MaterialUI for the client side. PostgreSQL (hosted on AWS RDS, got a huge bill but They forgave me), Node.js,Sequelize.js and Apollo GraphQL. The business logic is hosted on a DigitalOcean Linux machine and uses Let's Encrypt SSL/TLS Certificates with NGINX, also uses an AWS S3 Bucket for storing uploaded files.

Similar old abandoned project: leomango.com & api.leomango.com built with MERN stack.

War of Empires - SFML C++ open source 2D strategy video game that I developed with my two roommates and colleagues from scratch.