

Yousof Hosny

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EDUCATION

University of Waterloo

Waterloo, ON

Hons. BMath Computer Science, Minor Pure Math (Cumulative **GPA: 90%**)

September 2019 – May 2023

- President's Gold Scholarship - Admission scholarship \$4,000

SKILLS

Languages: Python, C++, Go, JavaScript, Scheme, R, Lua

Tools: Git, Docker, Kubernetes, Linux / GNU Tools, NVim, Visual Studio

Libraries: PyTest, GTest, Svelte, Node, Pygame

EXPERIENCE

Demonware - Activision

May 2021 – December 2021

Software Developer Intern

Remote - Vancouver, BC

- Developed, tested, and deployed REST API based web services using **Python** and **Kubernetes** serving over **4 million concurrent users**, handling online services for all **Call of Duty** titles
- Developed and tested client code in **C++** serving all Call of Duty Players on PC, Playstation, and Xbox consoles
- Released new moderation service to handle all toxicity moderation of Warzone and new Call of Duty titles handling over **300k unique reports daily** with average queue size of **1 million reports**, integrating with Redis DB and external profanity filtering services.
- Supported existing and upcoming Infinity Ward titles' online services by debugging via trace logs in **Kibana**, metric analysis / dashboard creation in **Grafana**. Added telemetry to services to integrate with data science teams
- Deprecated existing monolith service into micro services eliminating over **30k lines of code** and adjusted **CI/CD Jenkins pipeline** for image building/release and unit/integration testing. Monitored and debugged deployments via **kubectrl**

University of Waterloo

January 2021 – May 2021

Teaching Assistant

Waterloo, ON

- Marked student assessments for MATH138 (Calculus II), guided students' solution and proof clarity

The Product Initiative - ConnectEd

July 2020 – Aug 2020

Software Developer - Full Stack

Toronto, ON

- Worked in Agile environment to rapidly develop and showcase app matching students based on common interests
- Developed prototype app using serverless stack with **React Native** and **Firestore** cloud services

3D Diagnostix

July 2018 – Aug 2018

Web Developer Intern

Remote - Boston, MA

- Created a mobile friendly (HTML/CSS) table for in-house CRM used by employees to view client information

PROJECTS

Straights Card Game | C++

- Object oriented implementation of Straights card game with use of **MVC** and **Strategy** design patterns
- Adhered to RAII principles through use of smart pointers and STL containers and algorithms

FindiPie | Svelte, Go

- Web app for better exploration of user created playlists on Spotify offering deeper insights than native experience
- Designed with a decoupled front-end and back-end via RESTful API design

Proust - Small Proof Assistant | Scheme (Racket)

- Project for CS245e (enriched logic and computation), course material aided the development of a proof assistant based on lambda calculus and the Curry-Howard correspondence

Conway's Game of Life | C++

- Object Oriented implementation of Conway's game of life using **Observer** design pattern. Allows for both text-based and graphical interface simultaneously using multiple observers.