Youssef **Moussa**

SOFTWARE ENGINEER · QA ENGINEER · PROJECT MANAGER

Beirut, Lebanon

 +961 70 561 215 | josephalmoussa@gmail.com | https://github.com/JosephMoussa | https://www.linkedin.com/in/youssef-moussa-889b17203/

Work Experience

Project Assistant
AIESEC

Beirut, Hamra
Jun. 2021 - Sept. 2021

- Managed a team of 5 developers while developing a website for a charity event, Which had a soothing front end that fit the event culture.
- Oversaw interns while giving out specific tasks depending on each person's skills, while managing the database using MySQL

Software Engineer Intern
8TH GATE

Beirut, Hamra
July. 2021 - September. 2021

- Developed High-Quality mobile applications using Java, Flutter and Swift with elevated run time speed of 24%, Which led to gaining more clients.
- Analyzed performance on our query processor to find bottlenecks and develop solution and ways to improve it.
- Built fast and responsive websites using React, HTML, CSS, Javascript with graspable UI which increased click-through rate by 34%

Software Engineer
AKA MOVING

Canada, Remote
May. 2022 - May. 2023

- Engineered modern applications with C#, Java, MongoDB, JavaScript, SQL Server, and No SQL.
- Built innovative microservices and Web Services (incl. SOA/SOAP/REST/XML).
- Maintained maximum uninterrupted flow of business-critical ops. Cut downtime by 25% and costs of warranty by up to 45%.
- Efficiently deployed and integrated software engineered by team and updated integration/deployment scripts to improve continuous integration practices.

Software Engineer
MEISTER LLC

United States, Remote
Jan. 2023 - May. 2023

- Developed a React-based web application that utilized Redux for state management and implemented user authentication using Firebase.
- Created reusable components and implemented dynamic routing using React Router
- Integrated with various third-party APIs, including Microsoft Azure and AWS for cloud services
- Developed a C# application that utilized multi-threading to improve performance and implement concurrent operations

Software Engineer / QA Engineer
AUXI

United States, Remote
May. 2023

- Conducted manual and automated testing on various software applications to identify defects and ensure functionality and quality.
- Collaborated with development teams to communicate issues and provide feedback for improvements.
- Conducted exploratory testing to identify defects that may have been missed by scripted tests.
- Created and maintained documentation of test cases, test results, and defects found during testing.
- Developed C# programs that assisted the team to improve work and time management

Game Projects

2023	**Asteroid Game**, Developed a 2D arcade-style game using Unity game engine and C scripting. Implemented player controls, asteroid spawning, and collision detection. Created dynamic game mechanics, such as power-ups and score tracking. Optimized game performance and enhanced user experience through intuitive controls and engaging gameplay.	*Beirut, Lebanon*
2023	**Flappy Bird**, Designed and developed a game inspired by Flappy Bird using Unity and C. Implemented bird movement, obstacle generation, and collision detection. Enhanced the game with graphics, animations, and sound effects. Utilized game physics and user interface design principles to create an immersive experience.	*Tripoli, Lebanon*

Skills

Coding	**Technical Skills ,** Java · Linux · SQL · HTML · CSS · Javascript · Excel · Python · C++ · C# · Node · Flutter · PHP	*Lebanon*
Coding	**Frame Works - Tools ,** React · Angular · RESTAPI's · .NET · QT · Django · Flask · Unreal Engine · Unity · ASP.net	*Lebanon*

Education

Lebanese International University
B.S. IN COMPUTER SCIENCE

Beirut, Lebanon
June. 2020 - Present

- Currently Pursuing a B.S in computer science with a 3.7 GPA