

Youssef Mohamed

Software Engineering Student

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EDUCATION

McGill University Montreal, Canada

Bachelor of Software Engineering

SEPTEMBER 2020 - December 2024

- Algorithms and Data Structures
- Programming Languages and Paradigms
- Computer Organization
- Model-Based Programming
- Software Requirements Engineering

EXPERIENCE

Nahdet Misr AI Cairo, Egypt

Unity3D Game Developer

(07/2022) - (09/2022)

- Contributed in developing an app called 'Rehlatie' created **Unity3D** game engine using **C#**.
- Created new screens with **uGUI**.
- Developed functions and assigned them to buttons.
- Recreated some screens using **UI Toolkit**.
- Fixed app bugs related to **API** calls, calendar implementation, navigation system, and localized strings.

Sara and Louz [Link](#) Cairo, Egypt

Youtube channel manager

(07/2019) - PRESENT

- Edited youtube videos using **Davinci Resolve**.
- Edited audio files using **Audacity**.
- Monitored marketing performance.
- Managed video uploads and optimized **metadata** for best performance.

LANGUAGES

Arabic: ★★★★★

English: ★★★★★☆

French: ★★☆☆☆

INTERESTS

Taekwondo

Football

Video Games

PROJECTS

Portfolio Website [Link](#)

(01/2022) - PRESENT

- Created a responsive, appealing, and interactive website to represent my work, skills, and experience.
- Developed the website using **HTML**, **CSS**, **JavaScript**, and **Bootstrap**.

Grocery Store System [Heroku Link](#) [GitHub Link](#) (01/2022) - (04/2022)

- Created an interactive website and an android application using the **Agile** approach and **GitHub** for Version Control in a team of five.
- Developed the system using **Java** using **SpringBoot** as a framework, designed the website using **HTML**, **CSS**, **JavaScript**, **Bootstrap**, and **Vue.js**, and used **Heroku** as a cloud platform to run our website
- Built an Android App using **Android Studio**, and linked a **PostgreSQL** database to both our website and Android App.

ClimbSafe Application [GitHub Link](#) (09/2021) - (12/2021)

- Created a climbing trip booking system in a team using **Java**, **Umple** code generation
- Designed the **GUI** using **JavaFX**.
- Built tests for the system using **Gherkin** step definitions, **Cucumber**, and **JUnit**.

Unity Games [itch.io Link](#) (09/2018) - (12/2018)

- Developed a shooting game using **C#**, designed the game characters and objects using **Adobe Photoshop**, programmed moving and shooting mechanics along with their animation, and developed **AI** enemies that shoot back at the player.
- Built a vertically scrolling shooter game inspired by the River Raid game. Designed game objects using **Adobe Photoshop**, and programmed game mechanics and logic using **C#**.
- Developed a high-score game inspired by the Flappy Bird game using **C#**.

COMPETITIONS

McGill CodeJam 12 [DevPost Link](#) [GitHub Link](#) (11/2022)

- Built a CV Generator mobile app using **Java**, **Android Studio**, **HTML**, and **CSS**.
- Developed controller methods that take users' information and convert it into an **HTML** webpage.

RoboGames (1st place) (10/2018) - (11/2018)

- Developed a robot in a team of four that detects the fire in one of four randomly placed rooms and put it out.
- Managed the software part using **Arduino Uno**, and participated in the hardware implementation.