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Youssef Keshk

Software Engineer

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EDUCATION

- Bachelor of Science, Computer and Communication**, Faculty of Engineering, Alexandria University, Egypt **2022 — present**
- GPA: 3.54/4.00
 - Expected Graduation Date: June, 2027
- High school diploma, IGCSE**, Alexandria International School, Egypt **2020 — 2022**
- Achieved 100% overall score

EXPERIENCE

- Software Developer**, Aquaphoton Academy, Alexandria University **Sep 2024 — present**
- Aquaphoton Academy is a student-run underwater robotics team, that that competes annually in the MATE ROV competition.
 - Worked on designing the software for the Remotely Operated underwater Vehicle (ROV) by developing Computer Vision algorithms and combining image processing with Deep Neural Networks.
 - Developed a web-based control interface using React and Python that provides real-time sensor feedback and motion control.
 - Contributed in writing a technical report, summarizing the technologies and algorithms used in the designing process.
 - **Technologies used:** Python, JavaScript, HTML/CSS, React, Linux, ROS2, OpenCV, PyTorch, PyQt6, Shell scripting, GitHub, LaTeX.
- Team Leader and Lego Robotics Designer**, Mindz Academy **June 2018 — Nov 2018**
- Led a team of 3 members with guidance from a mentor to design, build, and program a LEGO-based line follower robot for the ROBOGAMES competition.
 - Developed software using Scratch and contributed to hardware assembly using LEGO components.

PROJECTS

- Connect Hub**, Programming2 Final Project **Dec 2024**
- Developed a social networking application using Java, allowing users to create and share content, build friendships, join groups, and interact within a community.
 - Designed an intuitive GUI using Java Swing, to provide easy access to features like personalized content, friendships, groups, notifications, and a search tool for discovering users or groups.
 - Built interactive features, such as liking posts, friendship suggestions, real-time alerts, and status updates, to improve user engagement.
 - Applied Object-Oriented Programming and design patterns principles to structure the application with reusable and modular components.
 - **Technologies used:** Java, Java Swing, GitHub
- Gym Membership Management System**, Programming2 Project **Oct 2024**
- Developed a Java desktop application with role-based access for admins, trainers, and members.
 - Implemented class booking, membership management, and trainer/admin operations using modular OOP design.
 - **Technologies used:** Java, Java Swing, GitHub
- Bank Account Management System**, Programming1 Final Project **Dec 2023**
- Implemented a C language bank account management system to handle and keep track of all accounts' transaction history.
 - Created a UI, where every user (employee) is able to deposit, withdraw, transfer, view account details, view transaction history, search for an account, delete, or add an account.
 - **Technologies used:** C, GitHub
- Control GUI and Stereo Vision**, Aquaphoton Academy Training Projects **Sep 2024**
- Built a GUI to control a wheeled robot via Bluetooth (ESP32), featuring live camera feed and screenshot capture for real-time navigation.
 - Implemented a stereo vision algorithm that uses two stereo images to generate both Disparity and Depth maps, estimating the real distance between any two points in an image.
 - **Technologies used:** Python, OpenCV, PyQt6, Serial, GitHub

SKILLS

Programming Languages	Python, C/C++, Java, JavaScript, SQL
Web & Frameworks	HTML/CSS, React, Django, Bootstrap
Technologies & Libraries	GitHub, OpenCV, NumPy, PyTorch, Qt, LaTeX
Developer Tools	VSCode, PyCharm, NetBeans, Overleaf, CI/CD
Operating Systems	Linux (development environment, Bash, CLI tools)
Languages	English, Arabic