# Yousef Al Hashemi

647.972.2668 | yousefalhashemi20@gmail.com
LinkedIn: linkedin.com/in/yousefalhashemi | GitHub: github.com/Yalhash

## TECHNICAL SKILLS

- Proficient: C++, Python, Java, Unix Terminal
- Exposure: C, Bash Scripting, Makefile, Golang, HTML, CSS, JavaScript, Perl, TCL

## WORK EXPERIENCE

Intel | Software Engineering PEY Intern | May 2020 – Aug 2021

- Wrote an internal netlist writer written in C++ which converts internal data structure into hardware code.
  - Used to verify the functional correctness of modifications made to the internal data structure.
- Maintained an analytics service written in Python.
  - Brought the service which had been down for months back online.
- Collaborated on a graph visualization software which took netlist data files and displayed them.
  - Allowed users working with the data files to query custom paths and understand their work better.
- Created a build time script to convert and consolodate legacy XML data into new updated formats.
- Created regression testing infrastructure and unit tests for various flows.

## EDUCATION

Bachelor of Applied Science, Computer Science | McMaster University | Sept 2018 – present

- Relevant Coursework: Data structures and Algorithms, Concurrent Systems, Principles of Programming
- Current Cumulative GPA: 11.5/12

## PROJECT WORK

Patent Connect | Feb 2020 – Mar 2020

- Worked with a group of peers to create a graphical application which created a graph showing how different US Patents referenced eachother.
- The interface was interactive and allowed users to view information of individual patents scraped from Google Patents.
- Was involved in the scraping, database, and testing parts of the project.

Automated Clipping Channel | Jun 2019 – Jul 2019

- Wrote a web scraper that finds popular video clips from Twitch.tv (a video game streaming website) and edits them into a 10 minute video.
- Created in Python using Selenium to scrape the dynamic pages, and used ffmpeg to edit the video together with subtitles attached.
- Used to learn about web scraping and automating tasks such as video editing.

Sorting Visualizer | Feb 2018 – May 2018

- Created a command line tool that creats visualization videos of different sorting algorithms to sort scrambled images.
    - Given an image and set of commands, creates mp4 video of images being shuffled and sorted using specified algorithm.
- Created in C++ using stb_image library to import images, and ffmpeg based libraries to create and export the video.
- Learned how to implement common sorting algorithms, and when they should be used.
    - Implemented Bubble Sort, Quick Sort, Merge Sort, Heap Sort, Counting Sort, and Radix Sort (Base 10)