Yousif Aljbouri

Software Engineer | Game Developer

📍 Istanbul, Turkey
✉ yousifmaljbouri@gmail.com
📄[Web Portfolio](#)
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Experience

Game Developer Intern

GameLab Istanbul | Istanbul, Turkey | *Summer 2024 internship*

- **Full 2D Game:** Designed and developed a 2D video game in C++ within 6 weeks, ensuring high-quality code by following structured workflows.
- **Graphical Grid:** Overhauled the engine's visual grid system using GLSL, enhancing UX and improving maintainability of engine components.
- **UI Library Maintenance:** Debugged and improved the GUI system, including developing a fast directory reader algorithm for folder navigation.

C++ Game Programming Training

GameLab Istanbul | Istanbul, Turkey | *6 months*

- Developed a 2D top-down shooter game with game mechanics such as power-ups, reloading and boss battles.
- Developed a 3D car racing game with game mechanics such as ray-based collisions, checkpoint-based AI and realistic velocity physics.

Education

Bachelor's of Science in **Software Engineering** | Istanbul Aydin University | *2024*
CGPA: 3.49 | Scholarship Recipient
Relevant Coursework:

- **Get In The Habit (Capstone Project):** Built a habit tracker Android app using Androidx and Kotlin, and followed Android development best practices.
- **Image Processing:** Built a fingerprint recognition system in Matlab using LBP technique and processed classmates' samples to test it.

- **Mobile Applications - My contribution:** Developed the JavaScript required for a web app using React-Native and Yelp API.

Languages

- English : **Fluent**
- Arabic : **Native**

Skills

- **Programming Languages:** C++, Python, GLSL, C#, Web (JavaScript, HTML, CSS), Kotlin, Java.
- **Tools:** Unity, Godot, GlistEngine, Blender3d, Audacity.
- **Libraries/Frameworks:** OpenGL, React-Native, Vue, Androidx, Machine learning in Python (sklearn, pandas, matplotlib, Keras).
- **Soft Skills:** Adaptability, Problem-Solving, Analytical Thinking, Strong Communication, Open-Mindedness.
- **Other Skills:** Game Design, GUI Programming, Code Optimization, OOP, Modularization, Version Control with GitHub.

Certifications

- **Junior Unity Programmer** | Unity Learn | [View Certificate](#)
- **C# Foundations** | FreeCodeCamp with Microsoft | [View Certificate](#)
- **Responsive Web Design** | FreeCodeCamp | [View Certificate](#)
- **Machine Learning** | FreeCodeCamp | [View Certificate](#)

Other works

- **Personal portfolio:** Developed using Vue and hosted via GitHub static pages.
- **Shape Match:** A match-3 game built using Unity to demonstrate applied OOP.