Yousif Zito

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Education

Seneca College | Toronto, ON *Sep 2019 – Present*
Advanced Diploma in Computer Engineering, GPA 3.50/4.00 Expected Graduation, Aug 2021
Awards

- President's Honour List, Summer 2021
- President's Honour List, Fall 2020

Skills

Programming: Python, C/C++, C#, .NET, SQL
Web: HTML, CSS, Django
Tech: GitHub, Git, SVN, Unix, Visual Studio, VSCode, PyCharm, Anaconda, MS SQL Server, MS Office Suite
Platforms: Windows, Mac, Linux (Ubuntu, Debian), Red Hat (Fedora), OpenVMS
Hardware: Raspberry Pi, ARM Mbed microcontroller
Communication: Design proposals, technical reports, instruction manuals, presentations (large and small audiences)
Languages: English, Arabic, Chaldean

Projects

Online Shop Using C# *Fall 2021*
Seneca College, Advanced Programming Concepts Using C# - GitHub
This project was part of the coursework, and the goals of the project were to develop an online shopping solution that could handle multiple users and multiple requests at once using TCP socket from C# .NET framework while following single responsibility principle of the OOP.

- Developed thread-safe console-based server for the online shop application with capability of validating the user's credentials and handling exceptions.
- Implemented multiple protocol standards to handle user connections, authentication, products, current orders, incoming purchases, and sending appropriate messages to the client-side based on the requests.
- Designed fully functional thread-safe GUI for the client-side using Windows Forms. The implementation of the client-side GUI consisted of login form and shopping interface.
- Some of the concepts used in this project were concurrent collections, multithreading, interfaces, classes, and SRP principle.

Lottery Checker Using Python CGI *Summer 2021*
Seneca College, Programming Python with the Raspberry Pi
This project was individual based which emulates the OLG lottery scanner for 6/49.

- Created an HTML form (Client) to allow users to select a background color set of 6 numbers from Canada's Lotto 6/49 lottery for the user to input lottery numbers.
- Implemented Python CGI server, that retrieved the lottery results for 6/49 lotto from the internet to determine if the selected user numbers have won a prize.
- Then deployed the project on Linode Cloud

Conway's Game of Life *Winter 2021*
Seneca College, Event Driven Programming Using C# - GitHub
For this project, I implemented my own Game of Life simulator in C# with a fully functional GUI based on Windows Forms from the .NET framework. Some of the features that distinguishes this Life simulator from other versions on the internet:

- Implemented functionality that allows the user to specify the color of each alive cell at the beginning of the simulation or when it is paused. The allowable colors are red, green, and blue.
- Implemented game engine that determines the color of the cell by averaging the red, green, and blue contributions of the neighboring "parent" cells. This allowed the simulator to explore an additional life dimension involving inheritance and leads to a dynamic simulation in which new cells are born with different colors than their individual parent cells
- Implemented the capability to save the current state of the 2D grid as a 10-times scaled PPM color image.