Younes Lahrichi

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EDUCATION

Bachelor of Science: Computer Engineering – University of Washington   **June 2024**
Minor: Computer Science and Software Engineering
Minor: Mathematics
Relevant Coursework: Data Structures and Algorithms I & II, Operating Systems, Embedded Systems
Dean's List Recipient: Fall 2021, Winter 2022, Spring 2022, Fall 2022, Winter 2023

EXPERIENCE

Software Development Engineer Intern – T-Mobile (Incoming)   **May 2023 – Aug 2023**
- Technologies: Angular, Python, Typescript

Software Engineer Research Intern – Seattle Community Network   **Feb 2023 – May 2023**
- Maintaining a mobile application that captures and analyses network connectivity data in real-time.
- Providing real-time problem-solving guidance to team members, to help resolve issues.
- Designing and implementing an interface that allows users to view network metrics.
- Conducting extensive testing to ensure the accuracy and reliability of the network connectivity data.
- Technologies: Android Studio, Kotlin, Android Room DB

Software Engineering Intern - Schweitzer Engineering Laboratories   **Sept 2022 – May 2023**
- Designing and implementing a full-stack web application using the MERN stack.
- Utilizing MongoDB to efficiently store and retrieve the application data.
- Implementing a server-side routing and API endpoint creation with Express.js.
- Building dynamic and responsive user interface using React, hooks, and context.
- Implementing user authentication and authorization using JSON web tokens (JWT).
- Technologies: MongoDB, Express.Js, Node.js, and React

Information Technology Specialist – Bellevue College   **Jan 2020 – Present**
- Working with team responsible for end-to-end ownership of Bellevue College.
- Addressed and fixed support tickets for over 14,000 daily users.
- Facilitated the rework and rewiring of 1500+ workstations.
- Led effort to implement environmentally friendly electronic recycling initiatives.
- Worked with the cloud-based library service to manage and handle technology rentals.

PROJECTS

CountrPickr – Full Stack Developer
- Designed and built a mobile application for the popular MOBA game Dota 2.
- The program utilized current game trends to suggest the optimal hero counter pick.
- Boosted draft win rates by **40%**.
- **50+** concurrent users
- Technologies: Android Studio, Kotlin, and SQLite

Soccer Tracker – Full Stack Developer
- Designed, built, and managed an application to automate and track all aspects of the camp.
- Functionalities include, tracking currently enrolled players, generating balanced tournament brackets, and managing billing information.
- Reduced player management time by **60%**.
- Technologies: Visual Studio, Java

SKILLS

Technical: JavaScript, Typescript, Express.js, Node.js, React, Angular, HTML, CSS, C++, Java, Python, MongoDB, Postman, Kotlin, SQL, Android Studio, GIT, Verilog, RESTAPI's, Assembly, OOD, Data Structures, Databases, Linux
Hardware: LTspice, Logisim, Quartus, Matlab, Oscilloscopes, Logic Analyzers, PCB design, Soldering