Younus Ali

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EDUCATION

University of Minnesota - Twin Cities | College of Science and Engineering | GPA: 3.7 — Minneapolis, MN
Bachelor of Science (B.S.) Computer Science — Spring 2026
Bachelor of Science (B.S.) Data Science — Spring 2026
Minor in Statistics
Awards: Presidential Emerging Scholar, Dean's List: Summer 2023, Fall 2023, Spring 2024.
Relevant Coursework: Introduction to Algorithms and Data Structures, Introduction to Programming, Discrete Mathematics, Harvard's CS50's Introduction to Computer Science, Algorithms and Data Structures, Advanced Programming Principles, UI/UX Design, Software Development I, Computer Graphics.

TECHNICAL SKILLS

Programming Languages — Python, Java, JavaScript, HTML, CSS, Ocaml, C++, Typescript, C
Tools — Microsoft Office, SQL and Git

PROFESSIONAL EXPERIENCE

Computer Science and Engineering Teaching Assistant — Minneapolis, MN
Employee — August 2022 - Present

- Assisted students with coding assignments in Java, Python, and C++
- Provided support during office hours and online forums to help students better understand programming concepts
- Facilitated group discussions and study sessions to promote collaboration and problem-solving skills among students

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Woodbury High School, **Red Cross** — Woodbury, MN
Member — March 2018 - June 2021

- Coordinated Red Cross events, including blood drives and fundraisers.
- Managed crowd control during blood drives and supported patient transport.

University of Minnesota, M.I.T - Minorities In Tech — Minneapolis, MN
Member — March 2023 - Present

- Participated in club workshops/events for tech skill development and networking opportunities.
- Collaborate with fellow members to foster a more inclusive and diverse tech community at the Minneapolis, MN, campus.

TECHNICAL PROJECTS (Refer to GitHub. for more)

Wordle Game | Arrange cards to build ascending foundation piles by rank
Python

- Designed and implemented a Wordle clone in Python.
- Implemented core game logic, including word validation and color-coded feedback, to provide immediate clues based on players' guesses.

Polynomial Computation Algorithm | Perform polynomial arithmetic and manipulation operations
Java

- Represented polynomials using singly-linked linear lists with head nodes.
- Handled polynomial addition and term manipulation.

Anagrams | A Java program that finds all sets of anagrams in a text file of English words.
Java

- Developed a Java program for efficient anagram detection using binary search trees.
- The program can process extensive text data, such as Tolstoy's War and Peace, in under half a second, highlighting algorithmic optimization skills.

AI Strategy Evaluation | Leveraging Inheritance and Polymorphism
Java

- Created multiple AI agents with varying strategies to compete within the simulated card game environment, utilizing Java's inheritance and polymorphism features for strategy implementation.
- Analyzed AI performance to identify superior strategies, enhancing understanding of game dynamics and strategic planning. This approach facilitated a deep dive into AI-driven simulations, showcasing the ability to derive strategic insights from complex competitive scenarios.