

# Yousef Habeeb

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## EDUCATION

### University of Illinois at Chicago (UIC) – College of Engineering

*Bachelor of Science in Computer Science*

GPA: 3.8/4.0

*Expected: December 2024*

## EXPERIENCE

### Application Developer

June 2024 - Present

*Coldwell Banker Richard Ellis (CBRE)*

*Chicago, IL*

- Engineer and optimize Java and JavaScript solutions within the Archibus platform, customizing features and improving system performance to meet specific client needs.
- Collaborate with clients across various industries, including government and tech, to deliver tailored software solutions and ensure operational efficiency.
- Develop complex SQL queries for generating reports and insights, supporting data-driven decision-making and business analytics.

### Software Engineer Intern

January 2024 - June 2024

*WYA Group, Inc*

*Chicago, IL*

- Enhanced the front-end UI of the WYA official site and added new features to the mobile web application using React and Node.js.
- Collaborated with the Development team to gather feedback and ensure the implemented features aligned with user needs and business goals.
- Partnered with back-end developers to integrate new front-end features and optimize the overall user experience across platforms.

### Software Development Educator

August 2023 - December 2024

*University of Illinois at Chicago*

*Chicago, IL*

- Facilitated group learning sessions in Python and C helping students strengthen their programming skills and gain a deeper understanding of computer science concepts.
- Instructed students in MATLAB, focusing on its use in numerical computation and data analysis, and improving their coding efficiency.
- Led lab sessions and guided over 100 students through hands-on exercises, improving their understanding of data structures and algorithms.

### Natural Language Processing Intern

January 2023 - August 2023

*University of Illinois at Chicago*

*Chicago, IL*

- Improved data extraction from scientific texts using Python, enhancing the quality and accuracy of research datasets.
- Contributed to developing and optimizing neural network and XLNet models, significantly advancing the performance of the research team.
- Automated annotation and analysis tasks with Python, reducing manual effort and speeding up model training and data processing.

## PROJECTS

### Voice Controlled Pac-Man | *JavaScript, Microsoft Azure Speech*

July 2024

- Developed a voice-controlled Pac-Man game using JavaScript and Microsoft Azure Speech API, enabling hands-free gameplay through speech recognition.
- Designed an intuitive and responsive user interface, optimizing player experience across devices, while implementing game mechanics like collision detection, score tracking, and AI-controlled ghost movement.

### Interactive Chat Application | *Node.js, React, Material UI, OpenAI API*

July 2024

- Developed an interactive chat application using React for the front-end, Node.js for back-end services, and integrated OpenAI's API to provide real-time conversational functionality.
- Designed responsive pages including a landing page, chat interface, and activity dashboard, enhancing user experience with Material UI components and smooth routing via React Router.

## TECHNICAL SKILLS

**Languages:** C/C++, Python, JavaScript, XML, HTML/CSS, Java, SQL, Dart, Go, LaTeX, Bash, R, F#

**Frameworks:** Google Test, React.js, Node.js, Flutter, Valgrind, GDB, Flask, JUnit, WordPress

**Developer Tools:** Git, Docker, Microsoft Azure, VS Code, Eclipse, IntelliJ, Android Studio, RStudio, Tomcat, Maven,

**Database Management Tools:** SQL Server Management Studio (SSMS), DBeaver