

Yousef Kart

519-991-6921 | yousefkart21@gmail.com | linkedin.com/in/yousef-kart | github.com/YousefKart | yousefkart.com

EDUCATION

University of Windsor

Bachelor of Computer Science (Honours) & Minor in Mathematics

Windsor, Ontario

September 2021 – May 2025

EXPERIENCE

Scelta

Software Engineer (Full Stack)

Windsor, Ontario

February 2025 – Present

- Implemented a shared-authentication system for SSO across the Scelta Suite
- Designed and deployed a standardized UI package for Scelta web applications
- Created a NextJS application template to fill in boilerplate code, reducing initial build time by more than 50%
- Built a system to seamlessly embed 3D models into web maps, improving visualization workflows
- Optimized database queries and API endpoints, decreasing loading times by up to 25% and improving UX
- Developed an internal tool for automated testing across multiple applications, reducing build cycle times by 87%
- Collaborated with cross-functional teams to ship and maintain features across 6 applications

Freelance

3D Modeller and Designer

Global

June 2021 – February 2025

- Created hundreds of optimized assets for video games and 3D animations
- Modelled and rendered dozens of proposed real estate developments using architectural blueprints and site plans, ranging from single-family homes to \$100 million+ developments
- Produced cost-effective, presentation-ready visualizations in 3–5 days, 3x faster than the competition average
- Enabled successful client pitches, directly contributing to increased sales of other products within company suites

PROJECTS

AI Monitoring System | *"Most impressive project I've ever supervised" - Dr. Chen*

September 2024 – April 2025

- Web-based application that allows any device to be used as a security camera
- Integrated artificial intelligence that detects highly customizable events of interest
- Ability to save or view footage in real time, from any web browser

Flag Frenzy | *Sold for \$5,250 USD*

September 2023 – April 2024

- Assisted in the development of a free and fun capture-the-flag game created in Roblox Studio
- Modeled all non-primitive 3D assets, animations, and textures using Blender
- Procuring 2.5 million visits per month, with a 70% like ratio

Escape Java | *1st place by vote out of 104 students*

January 2023 – April 2023

- Developed a 3D escape room game based off of the Computer Science Commons at the University of Windsor
- This course utilized a legacy rendering engine (Java3D, last update in 2004) to emphasize on problem solving in software development, as the library has very limited documentation and no tutorials
- Created an automated obj/mtl file parser, reducing 3D model import overhead by 90%
- Integrated a first-person camera and movement system, as well as collision detection

AWARDS

University of Windsor

Dean's Honour Roll

Windsor, Ontario

2021, 2022, 2023, 2024

Information and Communications Technology Council

Artificial Intelligence

Online

December 2023

SKILLS

Frontend Frameworks: React, NextJS, Angular, TailwindCSS

Backend & Database: NodeJS, ExpressJS, Supabase, DataGrip, PostgreSQL

Languages: TypeScript, JavaScript, Python, HTML, CSS, SQL, Java, Kotlin, C/C++, C#

3D Tools: Unity, Blender, Maya, AutoCAD, Animotica, Soundly, Canva, Fspy