

# 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 streamline web prototyping and testing
- Developed a feature for embedding 3D models onto a web-based map
- Optimized database queries and API endpoints, reducing loading times and improving user experience
- Introduced an internal tool for automating UI testing across multiple applications
- Collaborated with cross-functional teams to develop and maintain core features on 6 different applications (Scelta Home, REDMap, Sitekick, SpeedCRM, Portal, and Encore)

### Freelance

*3D Modeller and Designer*

Global

*June 2021 – February 2025*

- Modelled 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, 300% 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 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 — 98% grade

*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, PostgreSQL, SQLPlus

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

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