

# Yousef Kart

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## EDUCATION

**University of Windsor - GPA: 3.9/4.0**

*Bachelor of Computer Science (Honours) & Minor in Mathematics*

September 2021 – May 2025

*Windsor, Ontario*

## EXPERIENCE

### Scelta

February 2025 – September 2025

*Software Engineer (Full Stack)*

*Windsor, Ontario*

- Implemented a shared-authentication system for **SSO** across the Scelta Suite
- Co-developed a **Retrieval Augmented Generation** (RAG) data pipeline for the Sitekick **AI** assistant
- Designed and deployed a **standardized UI package** for Scelta web applications
- Created a **NextJS** app template according to Scelta requirements, 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 **14%**
- Collaborated with cross-functional teams to ship and maintain features across 6 applications

### Freelance

June 2021 – February 2025

*3D Modeller and Designer*

*Remote*

- Created hundreds of optimized assets for video games and 3D animations across **40+ clients** globally
- 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 and contracts

### Tutoring

September 2022 – May 2024

*Programming & Mathematics Tutor*

*Windsor, Ontario & Detroit, Michigan*

- Tutored more than **10** engineering students in programming (**Python, C++, MATLAB**), data structures, and algorithms, by simplifying complex concepts into practical examples
- Strengthened students' problem solving skills by guiding them through proper programming practices, debugging, and exam preparation

## SKILLS

**Languages:** C++20, Java, Python, TypeScript, SQL

**Frontend Frameworks:** Qt, React, NextJS, TailwindCSS, ThreeJS, Java3D

**Backend & Database:** NodeJS, ExpressJS, Crow, Supabase

**Dev Tools:** GitHub, Vercel, Unity, Trello, Jira, Boost, OpenGL, OpenCV, CMake

## PROJECTS

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

September 2024 – April 2025

- A web-based application that allows any device to be used as a security camera using **WebRTC**
- Integrated **artificial intelligence** that detects customizable events

**Flag Frenzy** | *Sold with a 200% profit margin*

September 2023 – April 2024

- Modelled 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
- Created an automated **.obj/.mtl** file parser, reducing the import overhead of textured 3D models by **90%**

## AWARDS

**Dean's Honour Roll**

*University of Windsor*

2022, 2023, 2024, 2025

*Windsor, Ontario*