

Youssef Samaan

438-404-7439 | ysamaan2001@gmail.com | linkedin.com/in/youssefsamaan | github.com/YoussefSamaan | [Website](#)

EDUCATION

McGill University

Montreal, CA

B.Sc. in Computer Science, Minor in Statistics

Sep. 2021 – Apr. 2025

- Courses: Software Design, Algorithm Design, Databases, Operating Systems, Data Structures, Applied ML, Reinforcement Learning, NLP, Distributed Systems, Object-Oriented Programming, Probability, Statistics.

EXPERIENCE

Ericsson

Montreal, CA

Machine Learning Intern

January - August 2024

- Architected and implemented a scalable end-to-end data pipeline that extracts data for different customers from a datalake, parses, transforms, compresses, and stores them on Amazon OpenSearch and S3 buckets.
- Designed data pipelines to handle 100+GB of data per day for one customer for 10+ customers using PySpark.
- Optimized data access for 100+ radio experts, radio engineers, and ML specialists, reducing retrieval time by 99%.
- Utilized Agile scrum methodologies through daily stand-ups and iterative development, leveraging regular customer feedback to drive continuous improvement.

DermBiont

Boston, US

Software Developer and Data Scientist

May - August 2022

- Engineered a program that processes corrupt input files with multiple dictionary files, parses data, and produces a comprehensive report while efficiently classifying information into corresponding sheets.
- Automated file and folder renaming in 500+ HTML files, improving hyperlink functionality by 35%.
- Developed scripts to identify and rectify over 25% discrepancies between Excel files data and database values, ensuring data integrity.
- Migrated 1TB of data from Dropbox to SharePoint and eLab to Benchling via APIs, ensuring 100% data integrity.

PROJECTS

Splendor | *Python, Java, SQL, Docker, Maven, Spring Boot*

- Led and managed a 5-member team to design, document, implement, and test a board game called Splendor.
- Designed and implemented a REST API for communication between the frontend and the backend.
- Implemented the game using Python for the GUI and Java, Maven, and Spring Boot for the backend.
- Integrated LobbyService for player registration and login, utilizing SQL for storage and Docker for startup.

Risk-Free Trading Website | *Python, Django, HTML, CSS, JavaScript, Bootstrap*

- Developed a Django-based stock trading simulator web application for risk-free practice.
- Integrated Finnhub's real-time stock price API to provide up-to-date market data.

Event Management System | *Java, JUnit, Design Patterns*

- Designed a Festival Management System enabling seamless creation of Festivals, Concerts, Workshops, Galas, Screenings, and Coming Soon Events.
- Implemented additional functionality such as profit calculation and event filtering.
- Applied multiple software design patterns and principles, including encapsulation, flyweight, visitor, and polymorphism, with rigorous testing achieving 100% coverage.

TECHNICAL SKILLS

Languages: Python, Java, C/C++, JavaScript, HTML/CSS, SQL/NoSQL.

Tools & Frameworks: Django, React, Next.js, Express.js, Spring Boot, Git, AWS, Docker, Postman, REST, TypeScript, Linux, JUnit, Bootstrap, tailwindcss.

AWARDS & HOBBIES

Awards: 30th place ICPC NENA, Dean's Honor's List 4x, Outstanding Achievement, Poker bot Competition 2x 1st.

Hobbies: Solving hard problems, Trying new food, Swimming, Pingpong, Drawing, Movies/Anime/TV shows, Traveling.