

Yusuf-Siraj Traboulsi

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Summary

A dedicated and ambitious Computer Science student now enrolled at City St Georges University of London (CSG), with a strong emphasis on, database administration, programming, systems architecture, and algorithms, for which I received a first class in my first year. Nonetheless, prior to my time at university, I had spent time with various organisations through my previous educational institutions to study and improve on my talents, as indicated below, in on Product and project management and dealing with and developing commercial connections.

Education

BSc Computer Science – City St Georges University of London

October 2024 –

- Achieved a 1st class for my first year covering modules such as, Java, System Architecture, Algorithms, SQL, Operating Systems and Mathematics

BTEC Level 3 Extended Diploma in IT - Haringey Sixth Form College, London, UK

September 2022 – June 2024

- Final Grade: Distinction* Distinction* Distinction* — Equivalent to A*A*A*
- Earned Distinction in my modules ranging from IT service delivery, Cybersecurity, Database Management, Game design and development, Software development all of which heavily required PRDs and Prototypes before further development.
- Guided a total of 4 teams to create and present products throughout the duration of my 2 years along with teaching and aiding students in their studies, improving total class grades by a large majority from their predicted grades

Experience

Technical Volunteering – Team Leader and Product Manager - (NGO currently attempting to gain necessary certification)

- Lead and developed a website via the use of JavaScript for an NGO that is in current development and structuring for youth inside Tottenham to be able to find support and necessary momentum to improve local educational standards.
- Followed all necessary Laws and GDPR to ensure that personal and NGO data was protected and online contact was secure if it were to be developed
- Managed and lead the team in the Who's, What and When of the product to create such product with a; Roadmap, PRD and Backlog leading to 34% reduction in time spent on prototypes via rapid prototyping to receive feedback and improve our final product.
- Assessed case studies against customer needs beforehand to analyze the necessary methodologies to develop the product such as waterfall, Agile, Prince and many more, with the final being Agile due to limited sprints and need for prototypes.

Skyscanner's Software Engineering on Forage

- Successfully completed a project that required building a simple web application in React.
- Designed a microservice to help users locate car rentals and hotels.
- Created an Android app to showcase a user's flight details using Backpack.

Skills

- Product and Project Management: Agile methods, Sprint scheduling, Stakeholder communication, Requirement gathering, PRD, Scoping, Rapid prototyping
- Technical Skills: Java, Spring Boot, HTML, CSS, Git/GitHub, SQL, C++, Python, Django, APIs, JavaScript (Node.js), React
- Soft Skills: Critical thinking, Leadership, Problem-solving, Adaptability, Collaboration
- Tools & Platforms: Visual Studio Code, GitHub, Kubernetes, Postman, IntelliJ, WebStorm, PyCharm, git, Linux
- Concepts: Object-Oriented Programming, Algorithms, Databases, Operating Systems (Linux),