

Antoine Khouri

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Education

Bachelor of Software Engineering,
McGill University, Montreal, QC.

2015-(2020)

Languages

Fluent in English, French & Arabic.

Technical Skills

Programming languages: Proficient with Java, C, Python, Bash & c++. Familiar with Assembly, Swift, php & HTML

IDEs: Visual studio, Eclipse, IntelliJ, android studio, Xcode

Various: Comfortable in a Unix environment, with Junit, Java swing. Proficient with Microsoft office suite

Work experience

Personal Budgeting App: YUPP

September 2018- May 2019

Yupp Technologies Inc, Toronto, Canada

- In a team of 3, currently working on the iPad version of YUPP
- Personal budgeting app, developed in Swift
- Links all your valid bank accounts into one YUPP account
- Users able to create various charts and graphs to better track their spending – very customizable

Sensequake

January 2019-May 2019

Sensequake, Montreal, Canada

- Worked on an embedded system using stm32
- Worked on a WiFi implementation as well as a “modbus” (bus protocol) wired implementation, both in C.
- Worked on the “gateway” implementation (IoT device connected to the Modbus network) in python

Engineering Projects

Teaching Assistant Management System

January 2017 – May 2017

McGill University, Montreal, Canada

- In a team of 4, developed a teaching assistant management system on desktop and android
- Utilized Java for the desktop & android application functionality
- Utilized android studio for the android application user-interface

Design of an Autonomous Capture the Flag robot

September 2017 – December 2017

McGill University, Montreal, Canada

- In a team of 6, developed hardware & software subsystems for system integration within the robot structure
- Iterative hardware and software design, as well as component, unit and integrated testing
- Specialized in optimizing algorithm efficiency, optimizing robot behavior in all situations & overall software
- Robot travelled to destination passed in through Wi-Fi, attached to zip line, traversed zip line, landed, searched for opponent flag (brick of designated color), then returned to starting position by traversing a bridge
- Coordinated with teammates to organize project logistics, such as time, budget, resources and documenting