ILYAAS HUSSEIN

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Education

Carleton University **Sep. 2021 – Present**
Bachelor of Engineering in Software Engineering *Ottawa, ON*

Technical skills

Languages: Java, Python, C, C++, C#, JavaScript, HTML, CSS, Ruby, Go, SQL, MongoDB
Frameworks: React, Ruby on Rails, Django, Tkinter, Swing, .NET, NUnit, JUnit, Selenium
Developer Tools: Git (GitHub & GitLab), VS Code
Libraries: Pandas, NumPy, Matplotlib, SciPy, SkLearn
Working Environments: Linux
Other: Machine Learning, AI, L4 Networking (TCP, UDP), Bash Scripting

Projects

Google Books Sorting Application | *Python, Tkinter, Kaggle*

- Developed a user-friendly UI using Python, leveraging the Tkinter library for its simplicity and cross-platform compatibility
- Led a collaborative development process, ensuring effective coordination and communication among team members for seamless feature integration.

Weather Application | *JavaScript, HTML, CSS*

- Designed and implemented a responsive HTML layout with CSS, ensuring cross-browser compatibility, optimal performance, and an aesthetically pleasing user interface with dynamic weather-related animations.
- Developed JavaScript functions to interact with the OpenWeatherMap API, enabling accurate weather display and a robust city search with real-time updates and input validation.

Recommendation Algorithm | *C#*

- Implemented a recommendation algorithm using Spotify's API to provide accurate and relevant song suggestions based on users' music tastes, ensuring dynamic and up-to-date analysis of their music libraries.

File Organizer | *Python, OS library*

- developed a Python-based file organizing project with a GUI, that allowed users to easily organize their messy folders.
- Integrated support for numerous file types in a personal file organizer project, enabling efficient categorization and retrieval of diverse documents

UNO | *Java, Swing, awt*

- Successfully programmed an interactive UNO game with a user interface, accommodating both AI and human players. The project received positive feedback for its seamless functionality, visually pleasing design, and engaging gameplay, demonstrating proficiency in Java programming and user interface development.
- Implemented game logic for an Uno game using Java, handling player turns, card rules, and special actions, which streamlined gameplay and provided a seamless user experience.

Client Server Application | *Java, UDP, Multithreading*

- Developed and maintained a Java-based client-server application using UDP and socket programming to control a group of elevators remotely, ensuring efficient and reliable communication between the control system and elevator units.
- Implemented multithreading to manage concurrent elevator requests, significantly enhancing the system's responsiveness and reducing wait times by 30%.

Awards and achievements

- Lester Bowles Pearson Scholarship.