



YOUSSEF YAMMINE

SOFTWARE ENGINEERING STUDENT

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Profile

Currently in the 4th year of a software engineering degree.

Hardworking, receptive person with a passion for computer science, maths, code and design.

Enjoys critical thinking, problem solving creating software and building projects.

Fluent in English and Arabic, proficient in French.

Skills

Programming Languages:

- C/C++
- Python
- Java
- Scala

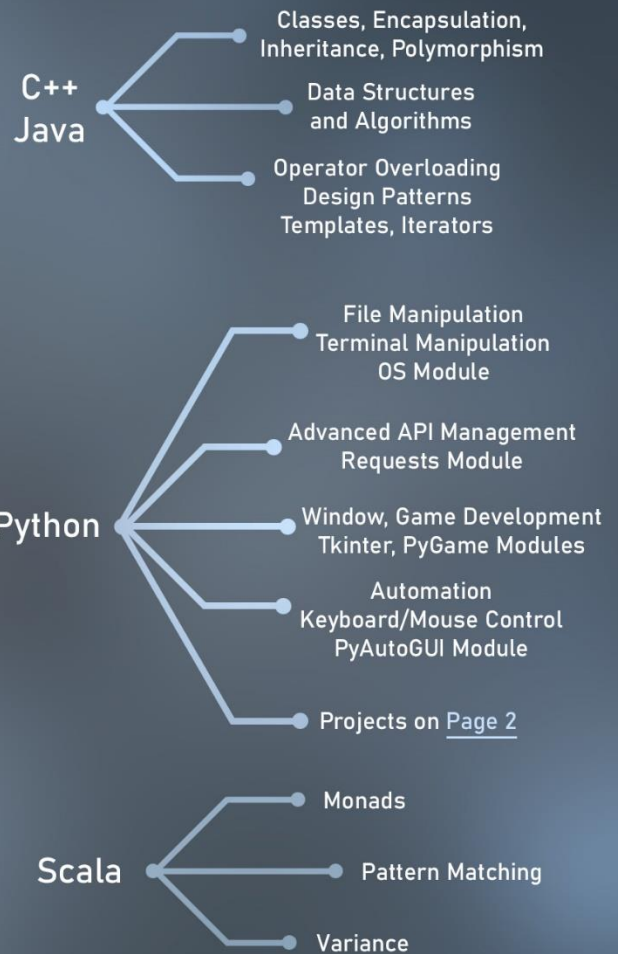
Competitive Programming:

- Solved 50+ ProjectEuler problems (Level 2 Account).
- Solved 60+ CodeForces problems with a difficulty of 1000 or above.
- **Competitor in the LCPC 2022 (Lebanese Collegiate Programming Competition).**

Other Skills:

- Git/Github experience
- Basic web development (React)
- Basic database manipulation
- **Photoshop expertise**
- Video editing expertise (Premiere)
- Basic networking background
- AI / Machine Learning Application

Experience



Education

University of Saint Joseph (USJ).
Mansourieh, Beirut, Lebanon.
4th year in software engineering.
Expected to graduate in 2024.

Relevant Courses Taken:

- Object Oriented Programming **89/100**
- Data Structures & Algorithms **97/100**
- Graph Theory / O.R. **88/100**
- Functional Programming **85/100**

CODING PROJECTS

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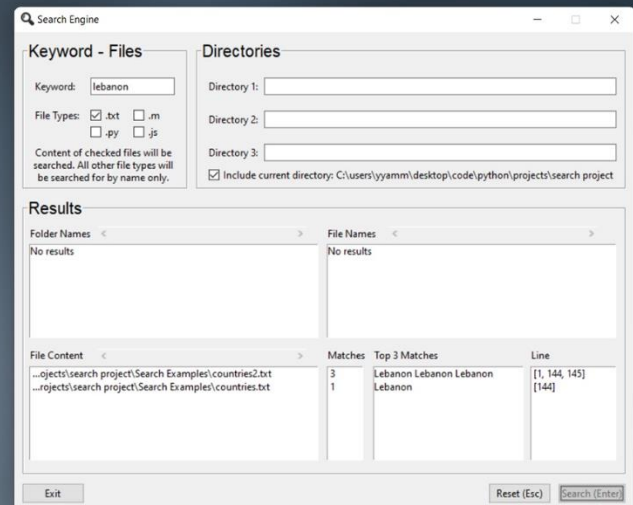


Mini Search Engine

A windows application capable of searching inside given directories for files, folders and file contents.

Has advanced error handling, keybinds for shortcuts and scrollbars for large output results.

Made with python using Tkinter and OS modules.



Spotify Controller

Minimalistic window that connects to the spotify API. Shows current playing track aesthetically in fullscreen, allows multiple connetions across devices with the same spotify account.

Has keybinds for playback control, mutes ads for non-premium spotify users.

Made with python using Tkinter, OS and requests modules.



Wordle Mock-Up

A mock-up of the game Wordle, where the player gets 5 tries to guess a 5 letter word.

Has advanced error handling, letter input from keyboard and the ability to save playthrough statistics.

Made with python using PyGame and OS modules.

