



YOUSSEF YAMMINE

SOFTWARE ENGINEERING STUDENT

✉ lebenebou@gmail.com
☎ +961 71 812 621
🌐 github.com/lebenebou
🌐 linkedin.com/in/lebenebou

Profile

Currently in the 5th year of a software engineering degree.

Hardworking, receptive person with an unmatched passion for computer science, math, code, and design.

Enjoys building projects that transcend expectations and leave a lasting impact.

Fluent in English and Arabic, proficient in French.

Skills

Programming Languages

- C++
- Python
- Java
- Kotlin / 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
- (Qt) App Development
- (MERN Stack) Web Development ➡
- (Android Studio) Mobile App Dev. ➡
- AI / Machine Learning Application
- Photoshop Expertise ➡
- Video Editing Expertise ➡

Experience

C++ & Java – 2 Years of experience

- Data Structures & Algorithms (STL)
- Advanced OOP, Inheritance, Polymorphism
- Operator Overloading, Templates, Design Patterns
- Move Semantics, Smart Pointers, Threading
- Desktop Application Development (Qt)

Python – 4 Years of Experience

- Terminal & File Manipulation (OS Module)
- Advanced API Management (Requests Module)
- Desktop Application Development (Tkinter)
- Bot Automation & Web Scraping
- Projects on [Page 2](#) ➡

Freelance Developer

- Developing Automation Bots for Data Entry
- Developing QA Web Testing Tools
- Writing PC-Monitoring Scripts

Software Engineering Intern

- C++ Legacy Modernization
- Containerization & Deployment Improvement

Education

University of Saint Joseph (USJ).
Mansourieh, Beirut, Lebanon.

5th year in software engineering.
Expected to graduate in 2024.

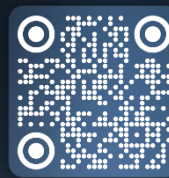
Relevant Courses Taken:

- Object Oriented Programming
- Software Design Patterns
- Data Structures & Algorithms
- Functional Programming

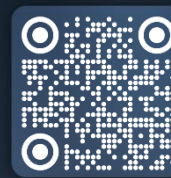
CODING PROJECTS

YOUSSEF YAMMINE

MiniSearchEngine



SpotifyVisualizer



C++ Non-STDLib

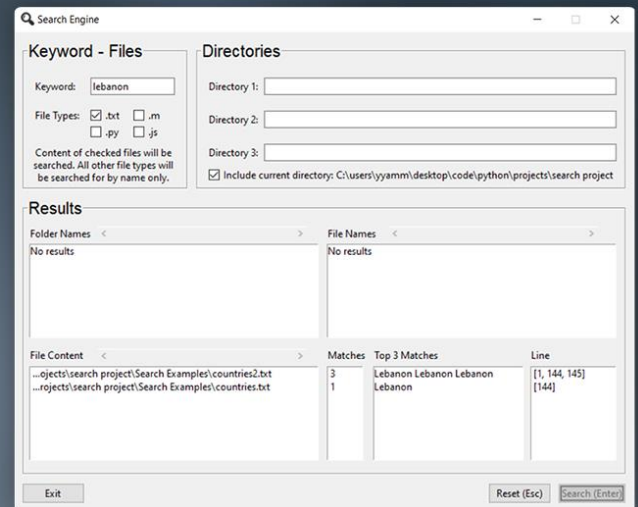


Mini Search Engine

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

Has advanced error handling, key binds 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 full screen, allows for multiple connections across devices with the same Spotify account.

Has key binds for playback control and mutes ads for non-premium users.



Non-Standard Library

A C++ re-implementation of every single standard library data structure & algorithm.

A project that puts into practice almost every programming paradigm and industry best practice; from the most basic data structures to design patterns and move semantics.

Includes documentation and unit tests.

