

Youssef Abdulle

✉ abdul664@umn.edu | ☎ 651-443-6192 | 🌐 yabdlle | 🌐 yabdlle.github.io/portfolio

EDUCATION

University of Minnesota — Twin Cities

May 2026

Bachelor of Science in Computer Science

GPA: 3.60

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Operating Systems, Software Design and Development, Computer Architecture, Internet Programming, Databases

Honors & Awards

Fall 2023

College of Science & Engineering Dean's List Recipient

Leadership & Activities

Fall 2023

National Society of Black Engineers, Minorities in Tech

TECHNICAL SKILLS

Programming Languages: Python, Java, C/C++, JavaScript, HTML/CSS, OCaml, Assembly

Developer Tools: Visual Studio Code, IntelliJ, Git, Eclipse

WORK EXPERIENCE

Undergraduate Teaching Assistant

Jan 2024 – Present

University of Minnesota

Minneapolis, MN

- Instructed a cohort of 100+ students in fundamental Python concepts and methodically tracked student improvements in grading over the semester
- Conducted multiple weekly office hours and laboratory meetings to further assist student comprehension of programming material
- Organized group study sessions and peer-led review workshops to enhance collaborative learning and problem-solving skills among students

Product Flow Specialist

Sept 2022 – Present

Best Buy

Maplewood, MN

- Efficiently utilized Microsoft Excel to increase warehouse inventory accuracy, which led to a 25% reduction in shrink by mitigating inventory misplacement
- Developed an integrated inventory tracking system, contributing to increased profit margins, leading to a 10% reduction in shrink due to theft

PROJECTS

Spell Checker | C

Github

- Developed a C-based Spell Checker, utilizing a hash table data structure and leveraging dynamic memory management and file I/O to simplify program compilation
- Optimized dynamic memory efficiency with the usage of `malloc` and `free` combined with a Makefile for efficient code compilation and automated testing, ensuring functionality and correctness of the spell checker
- Implemented a command-line interface for dictionary manipulation, spell checking text files, and supporting optional command line arguments

Minesweeper | Java

Github

- Leveraged Stacks and Queues to implement key game mechanics, including mine placement and flagging, and revealing adjacent cells and analyzing number of mines near an adjacent cell.
- Designed robust JUnit testing procedures to ensure the proper code functionality, enhancing the overall reliability and stability of the program,
- Crafted an interactive user interface design for user difficulty input with fluid colors and animation for immersive player experience