**Yahya Kousa**

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**EDUCATION**

**The University of Texas at Austin** – Austin, TX ***May 2027***

***Bachelor of Science in Computer Science***

* Artificial Intelligence/Machine Learning Concentration, Elements of Business Certificate

**SKILLS**

**Technical Skills**:

* **Programming and Markup Languages:** Java, Python, JavaScript, Swift, HTML, CSS, Dart, TypeScript, C++, C#
* **Frameworks/Libraries/Tools:** React.js, Flutter, Node.js, Tailwind, Git, Figma, Pandas, NumPy
* **Database and Backend Technologies:** PostgreSQL, MySQL, AWS EC2, S3, Lambda

**Certifications:** IBM Full-Stack JavaScript Developer, IBM DevOps Engineer

**EXPERIENCE**

**Longhorn Developers Software Engineering Intern** –*React, TypeScript, Tailwind, SolidJS, Figma*

* Aided in V2 development of UT Registration Plus, a Chrome extension with over 60,000 downloads, working on strict deadline to address 20+ bug fixes and visual improvements on roadmap
* Focused on supplementing the University of Texas at Austin class registration process with a variety of in-client tools for the user’s disposal including past-grade distributions, professor reviews, time conflict analyses, multiple adjustable schedules, import/export functionality, and Google/Apple calendar syncing
* Employed React and Tailwind to implement custom settings page with feature switches, developer mode toggle, patch-note info, and admin/contributor highlights
* Kickstarted development of Longhorn Developers website, beginning with wireframing of page layouts and UI/UX design to be implemented with SolidJS as the primary framework

**Chaco Startup Software Engineering Intern** –*Flutter, Dart, Node.js, Figma*

* Developed frontend with Flutter to allow for cross-platform mobile performance, incorporating Riverpod for seamless state management and user experiences
* Built backend data handling services utilizing Node.js and PostgreSQL, deployed on AWS EC2, and made use of AWS S3 for secure media processing and storage
* Created dozens of unique screens, widgets, and components for use, working alongside Figma wireframes and prototypes to deliver visually appealing and functional UI/UX layouts for an innovative social media platform for iOS and Android

**PROJECTS**

**Together in Spirit” Game Developer** –*C#*

* Developed multi-stage puzzle/combat game for Texas Game Jam 2024 under the theme “Takes two to Tango” using Unity and LeanTween tweening engine
* Awarded 1st Place in People’s Choice category and 2nd Place in Best Narrative category
* Implemented a two-concurrent-player gameplay system alongside team with originally done sprite work, animated attacks, unique enemies, and final boss fight

**TLDR Bot** -*Python*

* Leveraged Gensim and BERT models working in tandem with popular messaging app Discord’s APIs
* Modeled a chat bot capable of providing an AI summarization of the last [X] messages in a text channel to provide a quick recap of a conversation

**Web-Browser Aim Trainer** -*HTML, CSS, JavaScript*

* Developed web-browser-based “aim training” game using HTML, CSS, and JS
* Incorporated scoring based on number of consecutive successful hits as well as a harder difficulty with varying target designs
* Framed future plans for project including a third (harder) difficulty, an accuracy calculator, and a tracking mode that tests and analyzes the user’s ability to track a moving target with their cursor