Yousef Gilany

Senior-1 Computer Engineering Studnet

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CAREER OBJECTIVE

Seeking an Internship as a **Software Developer** that allows me to leverage my coding skills and problem-solving abilities to gain hands-on experience in the industry and contribute to the on-going success of the company.

EXPERIENCE

FULL STACK WEB DEVLEOPER INTERN, Cincinnati, OH, United States

Information Tecnology Solutions Center at University of Cincinnati, July 2022-October 2022 | 480 Hours

- Learned and practiced full stack development in the full software project life.
- Developed major enhancements to the Risk Assessment software product.
- Worked in a diverse team from various cultural backgrounds.
- Tools and Technologies: React.js, Node.js, PostgreSQL, Knex.js and Bookshelf.js.

EDUCATION

BACHELOR OF SCIENCE (B.S.) IN COMPUTER ENGINEERING, GIZA

Cairo Univeristy, Faculty of Engineering, Expected graduation June 2024   GPA 3.19

Relevant Coursework

- Programming Techniques
- Design and Analysis of Algorithms
- Microproccessors
- Database Management Systems
- Software Engineering
- Machine Intelligence

SKILLS

| C/C++ | C# | Python | Java | HTML5 | CSS/SASS | Flutter | VHDL |

| React.js | Node.js | Express.js | Knex.js | Bookshelf.js | PostgreSQL | MongoDB |

| Object Oriented Programming | Algorithms | Data Structures |

| Microsoft SQL Server | Quartus | Logisim | Multisim |

| Microsoft Office | Adobe Illustrator | Adobe Photoshop | Adobe XD | Final Cut Pro x |

REFERENCES

References available upon request

EXTRACURRICULAR ACTIVITES

INFORMATION TECHNOLOGY HEAD
IEEE CUSB WIE Branch, January 2023-Present

- Developing and maintaining the organization's website, ensuring that it is up-to-date and user-friendly.
- Maintaining the organization's database, ensuring that all every information is up-to-date and secure.

HEAD OF WEB DEVELOPMENT
Energia Powered, November 2022-Present

- Supervise on members' training, and developing their technical and non-technical skills.
- Supervise on the development of Energia Powered website.
- Prepare the members to present technical workshops for the new participants.

COMPUTER INSTRUCTOR
IEEE CUSB, November 2022-Present

- Delivering front-end and back-end workshops to new participants.

CLASS REPRESENTATIVE
Cairo University, Faculty of Engineering Students Union, October 2020 -Present

- Responsible for receiving and reporting student concerns to the relevant staff. Resolving any problems.

PRESIDENT
CUFE Student Club, August 2021-August 2022

- Managing the content creation process and supervising all the activities and meetings, overseeing the process of event planning, and submitting a monthly review to enhance the performance.

HEAD OF DESIGN
Energia Powered, August 2020-August 2021

- Leading a 7-person team of designers, training to improve their technical & non-technical skills.

AWARDS

Outstanding Youth Economic Citizenship Award
Child & Youth Finance International and Argentina's G20 Presidency, 2018

I was one of the six global finalists for my Tutorials for studying in U.S. and Canada for Egyptian Students. I developed a set of tutorials aimed at Egyptian students between grade 9 and grade 12. The tutorials illustrate and promote the educational system in the United States and Canada, explaining and guiding the application process, and presenting possible funding sources for the study abroad experience in a simple and clear way. I organized and facilitated the entire work in the project by writing the scripts, recording the tutorials, and editing the video series, before marketing it on social media outlets, such as Facebook and YouTube.

PROJECTS

EVENTBRITE CLONE

A third-year college project. | Software Engineering course project, May 2023

`Github Repo`

- Description: The project aimd to design and implement a software product "Eventbrite" using state-of-the-art tools and technologies in the software industry. I was the subteam leader of the frontend team.
- Tools and Technologies: React, Redux Toolkit, React-Router, Axios, React Bootstrap, Jest, Tailwind

ABEELO W EDEELO SEARCH ENGINE

A third-year college project. | Advanced Programming Techniques course project, May 2023

`Github Repo`

- Description: The project aimed to develop a simple Crawler- based search engine that demonstrates the main features of a search engine (web crawling, indexing and ranking) and the interaction between them.
- Tools and Technologies: Java, Spring Boot, React, MongoDB

CERTIFICATES GENERATOR

A mini project for Energia Powered Student Activity, April 2023

`Linkedin Post`

- Description: A simple application to auto generate certificates for multiple number of participants by only entering their data or upload a CSV file with all the needed data. A serial number is also generated to verify the certificate.
- Tools and Technologies: React, JsPDF.

WAREHOUSE MANAGEMENT SYSTEM

A second-year college project. | Database Management course project, Jan 2022

- Description: The system is designed for a warehouse with multiple storefronts. It enables the workers to monitor the availability and location of all goods, tracks orders from suppliers, and adding analytic tools for top managers.
- Tools and Technologies: C#, Microsoft SQL Server Management, MySQL.

MARS EXPLORATION

A second-year college project. | Data Structures and Algorithms course project, Jan 2022

- Description: A simple command-line simulator for a hypothetical Mars exploaration mission. It gets from the user information about the rovers and the missions required, Then it will simulates the mission assignment process.
- Tools and Technologies: C++, Data Structures, Microsoft Visual Studio 2019.

PAINT FOR KIDS GAME APP

A first-year college project. | Programming Techniques course project, Jun 2021

- Description: Applying object oriented programming concepts. we built a simple application that enables kids to draw fancy shapes and also play some simple games with those shapes.
- Tools and Technologies: C++, object oriented programming, Microsoft Visual Studio 2019.

THE PROCESSOR SIMULATION GAME

A second-year college project. | Microprocessors-1 course project, Jan 2022

- Description: A two-player processor simulation where each player tries to prevent their opponent from reaching a specific value in one of their registers. The players communicate with each other using serial communications.
- Tools and Technologies: Intel x86 Assembly, DOSBox, MASM.

OPERATING SYSTEM SCHEDULER SIMULATOR

A third-year college project. | Operating Systems, Jan 2023

- Description: A CPU scheduler determines an order for the execution of its processes according to a chosen scheduling algorithms: Highest Priority First, Shortest Time Remaining Next, Round Robin, and Multi Level Queue.
- Tools and Technologies: C, Linux, Docker.