Youssef Ahmed

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Education

MSc in Computer Engineering (Present) — Sept 2023 – Present
Arab Academy for Science, Technology, and Martime Transport, Alexandria, Egypt — **Alexandria, Egypt**
Coursework: Advanced Computer Architecture, Pattern Recognition, System Scienece and Engineering, Advanced Programming Languages

B.S. in Electrical & Computer Engineering (Grad. May 2022) — Sept 2018 – May 2022
New York Institute of Technology, New York City, NY — **New York, NY, USA**
Coursework:

- **Computer Science***:* Java Programming, Data Structures & Algorithms, Computer Organization and Architecture
- **Electrical Engineering***:* AC/DC Circuits, Electronics, Control Systems Design, Medical Devices, Embedded Systems

Professional Affiliations: *President, Institute of Electrical & Electronic Engineers Club NYIT (IEEE)*
Secretary, Institute of Electrical & Electronic Engineers Club NYIT (IEEE)

Employment

Lam Research Corporation

Software Engineer, Intern — May – Aug 2022 — **Fremont, CA, United States**

- Developed an event log parser software using C# to analyze specific events transmitted and received by semiconductor wafer manufacturing robots.
- Utilized System Linq, Generic collections, and System libraries to construct robust data structures.
- Managed the project using agile methodologies on Jira, collaborating with my team to plan sprint goals and deliverables.
- Designed and implemented features such as trending graphs based on various inputs, integrated support for new robot commands, and developed new tools to enhance parser functionality.
- Worked collaboratively with a scrum master and the team to achieve continuous deployment objectives.
- Gained valuable experience in intermediate coding styles and implementation techniques.

Dimensional Games (Startup)

Founder & President — Oct 2022 – Present — **Jersey CIty, NJ, United States**

- Designs and develops high-quality PC and mobile video games and technical software solutions for a diverse range of clients.
- Employs the latest and most suitable technologies, and develops innovative solutions tailored to specific client needs and challenges.
- Collaborates effectively within a team environment to ensure projects are delivered to the highest standards and meet client expectations.
- Successfully publishes and monetizes client projects, maximizing their reach and profitability.

Software Projects

Mazinator — **Sept 2023 - Present**

- Developing a PC Steam multiplayer game using Unity 3D and C# (.NET) that has 3 game modes based on generating procedural mazes in each level entertaining players by challenging them with puzzles and obstacles.
- Incorporating Microsoft Azure's Playefab cloud database solution to save player's stats and data.
- Using Photon PUN framework to manage interactions between players, multiplayer game logic, and match logic.
- Utilized**:** Unity 3D, DirectX 11, C#, Persistent Data, SteamworkAPI, Playfab, Photon PUN

Billions – A Web3 Game — **April 2024 – Aug 2024**

- Developed a Web3-based mining game called "Billions" on a Telegram bot interface for an upcoming crypto currency called BLN.
- Utilized Unity3D as the game engine, Spine for 2D character rigging and animations, and Render to host the game on the server.
- Leveraged MongoDB as the robust and scalable backend database.
- Created a comprehensive API to define and manage game endpoints.
- Integrated Unity with the API using Unity Web Requests for seamless communication and data exchange and storage.

Trophy Simulator — **May 2022 – July 2022**

- Designed a mobile application that allows users to import and showcase there trophies in a showroom.
- Incorporated a backend server for cloud storage where a manager stores each trophy 3D models. Developed an authentication system that sends messages to a backend server.
- Utilized: Unity 3D, C#, Google Firebase Realtime Database, Google Firebase Storage, Authentication REST API Integration

Bimeta Real-Time Rendering Simulator (C#) — **Sept 2020 – March 2021**

- Built a 3D Real-Time rendering engine simulator that supports files exported from Maya, 3D Studio Max, and Blender, then renders them in high realistic graphics in realtime allowing users to export images of the work and art done.
- Handled data using system's linq library, and by designing a robust data structure, including documentation.
- Utilized: Unity 3D, Microsoft Azure's Playfab Authentication, Unity's Job System & Burst Compiler

Skills

Software Development: .NET Core, C#, Java, Python, HTML/CSS, JavaScript, MySQL, PostgreSQL
Tools: Unity 3D, Visual Studio Environments, Blender, Autodesk 3DS Max & AutoCad