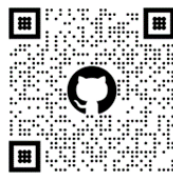


# Youssef Ahmed



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## Education

### B.S. in Electrical & Computer Engineering (Grad. May 2022)

New York Institute of Technology, New York City, NY (GPA: 3.260, Degree Honors: Cum Laude)

#### 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) 2022*

*Secretary, Institute of Electrical & Electronic Engineers Club NYIT (IEEE) 2021*

*Web Master, Institute of Electrical & Electronic Engineers Club NYIT (IEEE) 2021*

## Employment

### Lam Research Corporation

#### Software Engineer, Intern

- Developed an event log parser software using C# that parses specific events sent and received by semi-conductor wafer manufacturer robots.
- Integrated System.Linq libraries, Generic collections, and events for algorithm optimization.
- Managed the project using agile methodologies on Jira to plan with my team the work needed to be done through each sprint.
- Designed features such as trending graphs using a bunch of inputs, adding new commands brought by a new robot, and adding a bunch of new tools to enhance the parser.
- Worked collaboratively with a scrum master and a team to achieve what's required for continuous deployment.
- Learned new intermediate coding styles and ways of implementation.

May – Aug 2022

### Dimensional Games (Startup)

Oct 2022 – Present

#### Founder & President

- Designs and develops PC/Mobile video games and technical software solutions for clients.
- Uses the most modern solutions based on what's needed and implement new ones specifically to solve problems.
- Works with a team when required to help ensure the work is done as the client expects.
- Publishes and monetize clients' projects.

## Research Experience

### Robotics Research Assistant (NYIT)

June - Aug 2021

- Assembled an energy-efficient UAV drone for prototyping to optimize flight time and efficiency while it is on route to multiple way points.
- Performed a genetic algorithm for the UAV drone to minimize its energy consumption and increase its optimization of power by five times the original amount.

### Engineering in Medicine VR Haptic Gloves (NYIT)

Sept - Oct 2021

- Programmed the codes that connected the interaction between the haptic gloves, VR glasses, and the 3D character rigging on Unity 3D.
- Connected the 3D printed haptic gloves with Steam VR services using a simple tool solution.

## Software Projects

### Mazinator

- Developed an iOS/Android mobile game using Unity 3D and C# that generates procedural mazes each level and entertains players by challenging them with puzzles and obstacles
- Incorporated persistent data storage to help save user's statistics and adding them into a world-wide leaderboard. Designed a backend server for monetization.
- Utilized: Unity 3D, DirectX 11, C#, Persistent Data, ChartBoost Monetization

### Trophy Simulator

- Designed a mobile application that allows users to import and showcase their 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#)

- 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:** (*proficient*): .NET, OOP, C#, Java, Agile Environment (*familiar*): Git, JavaScript, Python, HTML/CSS, SQL

**Tools:** (*proficient*) Unity 3D, Visual Studio Environments, Blender (*familiar*): Autodesk 3DS Max & AutoCad