

# Yousif A. Aldolaijan

yousif.dolaijan@gmail.com ❖ yousif.dolaijan@kaust.edu.sa ❖ yousifd.com ❖ +1 (215) 588-5169 / +966 506902100

---

## Education

### Master of Science in Computer Science

August 2019 - Present

King Abdullah University of Science and Technology, Thuwal, Saudi Arabia (KAUST)

- Related Coursework: Distributed Systems, Artificial Intelligence and Machine Learning, Computer Graphics, Computer Networks.

### Bachelor of Science in Computer Science

August 2015 - December 2018

University of Southern California, Los Angeles, CA (USC)

- Related Coursework: Operating Systems Development, Software Design, Artificial Intelligence, Algorithms and Theory of Computing, Data Structure and Object Oriented Design, and Video Game Programming.

## Internships and Research

### Google Software Engineering, Tools and Infrastructure Internship

Summer 2018

- Generating and enforcing access control lists that restrict remote procedure calls within an integration testing framework. This feature allows developers to easily verify if their services are hermetic.
- Programmed with Python, internal frameworks and configuration languages under the guidance of Robert Dryke.

### Distributed Systems Experimentation Framework (DSEF) - Networked Systems Lab at USC Summer 2016, 2017

- Developed DSEF which easily runs experiments on different types of distributed systems while measuring the throughput, latency, and the performance of the machines running the distributed system.
- Programmed using Python and Jupyter Notebook (IPython Notebook) under the guidance of Dr. Wyatt Lloyd.

## Projects

### iTutorU - Tutoring iPhone App

Aug 2018 - December 2018

- Maintained and modified a student-tutor matching iPhone app for the iTutorU organization, to better facilitate sign-up, management, user experience, and payments.
- App developed using React-Native, React, Firebase platform (Realtime DB, Cloud Storage, Cloud Messaging, Cloud Functions, Hosting) and Stripe.

### Controls Lead - USC Hyperloop Design Team

Aug 2016 - May 2018

- Lead the controls team to develop the autonomous control system of the USC hyperloop pod.
- Control logic was programmed in C on a Texas Instruments MCU. Communications between subsystems were facilitated using CAN, TCP/IP, UDP, GPIO, and ADC.
- Built a Ground Control System to provide remote telemetry and emergency stop and manual control of the pod.

### Know It All - University Related Rating and Reviewing System

Aug 2017 - December 2017

- Developed a website, with 4 other students, that allows users to rate and review places, classes, and professors at our university. Made using Python, Django Web Framework, PostgreSQL, Elasticsearch, and Scrapy.

### MyPage - Static Personal Websites as a Service

Jan 2017 - May 2017

- Developed a web based service, with 3 other students, that hosts static websites and provides an interactive GUI to easily edit these websites. Made using Java, Tomcat, MongoDB, HTML, CSS, and Javascript.

### Endless Race - Racing Game

Jan 2017 - May 2017

- Developed a racing game where players navigate a cylindrical track while avoiding obstacles and AI racers.

## Participation

### Association for Computing Machinery (ACM), USC Chapter

Sep 2015 - December 2018

### Makers of Entertaining Games Association (MEGA), USC

Sep 2015 - December 2018

## Skills

- **Programming and Frameworks:** C++, Python, C, Javascript, Python Django, Unity, React, React-Native.
- **Tools:** Git, CMake, Linux, Bash, PostgreSQL, Firebase, LaTeX, LabVIEW.

## Achievements and Awards

- USC Viterbi School of Engineering Dean's List Spring 2016, 2017, Fall 2017
- KAUST Gifted Student Program (KGSP) Scholarship - Recipient May 2014 - December 2018