YOUSSEF BEN MOUNY

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EDUCATION

McGill University   **August 2024 - May 2028**
Bachelor's, Software Engineering   *GPA: 3.84*
- Relevant Coursework: Prog. Languages & Paradigms, Model-based Programming, Fundamentals of Software, Development(Linux & C), Computer Organization, Introduction to Software Systems, Algorithms and Data Structures.

Vanier College   **August 2022 - June 2024**
Associate's, Computer Science   *GPA: 34.6*
- Dean's Honor Roll

PROJECTS & OUTSIDE EXPERIENCE

Light Out Of Memory Again - *Link to project*   *October 2025 - October 2025*
Solo Developer
- Developed a story-driven 3D game where a patient relives childhood memories inspired by 2010s classics in the Epic Game Jam 2025.
- Leveraged Unreal Engine 5.6's NVIDIA RTX development branch to enhance real-time lighting and ray tracing performance.
- Implemented all core gameplay mechanics and AI systems using Blueprints, achieving 30–40% faster development speed compared to C++.
- Created and animated enemy AI behavior with Behavior Trees for patrol and combat states.
- Integrated online 3D assets and implemented all music and sound assets composed by a teammate, ensuring cohesive game immersion under strict jam deadlines.

Chasm ED - *Link to project*   *January 2025 - January 2025*
Dingo GameJam 2025 Hackathon - Gameplay Programmer
- Collaborated with a team of 6 members to create a Zelda-styled horror game with a GROWTH theme in under 2 days using Unity and C# during Dingo Game Jam 2025 while helping to debug the features of my teammates.
- Implemented gameplay mechanics to deliver a player-centric experience by contributing to around 15% of the project.

AI Car Driver - *Link to project*   *November 2024 - December 2024*
Vanier College - Java Programmer
- Collaborated with a team of 3 and completed the project in under 1 month using JavaFX.
- Developed an AI-driven educational tool demonstrating how physics and Artificial Intelligence can integrate to create automation systems, fostering interactive learning.

Grandpa's Spell - *Link to project*   *January 2024 - January 2024*
Dingo GameJam 2023 Hackathon - UI/Animation Programmer
- Designed and deployed a creative survival/puzzle game with a MAGIC theme in under 2 days as part of a team of 3 during Dingo Game Jam 2024
- Published on itch.io, demonstrating leadership and innovative problem-solving skills to meet tight deadlines.

TECHNICAL SKILLS

Programming Languages: Java, C/C++, HTML/CSS, Python, JavaScript, C#, .NET Framework, Bash
Tools and Technologies: Unreal Engine, Git, GitKraken, Github Desktop, jQuery, JavaFX, Data Structures & Algorithms, Unity, Machine Learning, Github, Linux/Unix, Vim
Methodologies and Practices:: CI/CD, Software Testing, Software Development, Game Development, REST APIs, Debugging, OOP, Microsoft Azure, Development Operations (DevOps)
Soft Skills: Leadership, Team Collaboration, Innovative Thinking, Problem Solving
Databases: T-SQL, SQLite
Certifications: Udemy: Learn C++ & Make Video Games
Languages: French, Spanish, Japanese, Arabic, English

SOFTWARE EXPERIENCE

CSSDM   **Montréal, Canada**
Full-Stack Software Engineering Intern   *May 2025 - August 2025*
- Improved UI design in C# to enhance client engagement (~60% attention retention) Optimized T-SQL queries with secondary keys, reducing table retrieval times by 30%
- Automated database updates and applied RESTful API conventions to streamline backend communication
- Gained exposure to CI/CD deployment workflows used in delivering 10+ secure production releases via Microsoft DevOps pipelines.