

# Yousef Kart

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## EDUCATION

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**University of Windsor** | GPA: 3.8/4.0  
*Bachelor of Computer Science (Honours) & Minor in Mathematics*

Windsor, ON  
September 2021 – May 2025

## PROJECTS

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**AI Monitoring System** | *YOLO, React, Firebase, OpenCV, WebRTC* September 2024 – Present

- Web-based application that allows any device to be used as a security camera
- Integrated artificial intelligence that detects highly customizable events of interest
- Ability to save or view footage in real time, from any web browser

**Flag Frenzy** | *Roblox Studio, Blender, Trello* — Sold for \$5,250 USD October 2023 – April 2024

- Assisted in the development of a free and fun capture-the-flag game created in Roblox Studio
- Modeled all non-primitive 3D assets, animations, and textures using Blender
- Procuring roughly 2.5 million visits per month, with a 70% like to dislike ratio

**Tourify** | *Android Studio, NodeJS, SQLite* — 99% (Top in class) January 2024 – April 2024

- Developed an Android application that helps users find vacation destinations, reducing search times by more than 50% and providing more options than other means
- Has the potential to increase local business revenue by providing free advertisement for hotels and resorts
- Includes a fully functioning and encrypted registration system that utilizes JSON Web Tokens
- Integrated Google's Places API to populate the application

**Volt Vista** | *Iterative Development, React, Blender* — 97% (Top in class) September 2023 – December 2023

- Modelled a web application designed to connect to smart home devices and provide real time feedback on energy usage, as well as remotely activating non-smart devices using proprietary outlets and light bulb sockets
- Created a prototype website with static information to showcase functionality

**Escape Java** | *Java3D, Blender* — 98% (1st place by vote) January 2023 – April 2023

- Developed a 3D escape room game based off of the Computer Science Commons at the University of Windsor
- This course utilized a legacy rendering engine (Java3D, last update in 2004) to emphasize on problem solving in software development, as the library has very little documentation and no tutorials
- Created a .obj and .mtl file parser to streamline 3D model imports
- Integrated a first-person camera and movement system as well as collision detection

**Take Cover** | *Swing, Pix2D, Soundly* — 100% May 2021 – June 2021

- Developed a top-down zombie apocalypse game using the Java Swing library
- Required to utilize a regime of skills including pixel art and sound design as this was a solo project
- Fulfilled all requirements despite having a compressed deadline due to COVID-19

## CERTIFICATIONS

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**University of Windsor**

*Dean's Honour Roll*

Windsor, ON  
2021, 2022, 2023, 2024

**Information and Communications Technology Council**

*Artificial Intelligence*

Online  
December 2023

**St. Clair College**

*Mechanical CAD*

Windsor, ON  
March 2020

## TECHNICAL SKILLS

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**Languages:** Java, C/C++, C#, Kotlin, Python, JavaScript, HTML/CSS, MatLab, SQL, ProLog, Racket, Lua

**Platforms:** Unity, Blender, Maya, Android Studio

**Libraries:** CUDA Toolkit, YOLO, OpenCV, WebRTC, Java3D, Swing, PyGame, React

**Tools:** GitHub, Trello, VSCode, JetBrains IDEs, Firebase, SQLPlus, Vercel