YASSINE MISSOUM
SOFTWARE DEVELOPER

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LANGUAGES

- Arabic
- French
- English

EDUCATION

Simon Fraser University
BSc Computing Science 2020

Vancouver Film School Sept. 2018 to Present
Diploma Programming for Games, Web + Mobile 2019

SKILLS

Interpersonal: Leadership, Communication, Problem Solving, Team Management, Critical Thinking
Programming: C/C++, Java, Python, JavaScript, Swift, TypeScript, Dart, C#
Frameworks: React-Native, React, Angular, Ionic/Cordova, NodeJS, Flutter, Docker, Socket.io, Tensorflow
Competences: Android Studio, XCode, Unreal, Unity, Git
Cloud / Pipelines: Travis CI, Firebase, App Engine, Kubernetes, Cloud Vision

PROJECTS

LIFE OF MICHAEL — Oct. 2018
• Unreal Game Jam game built over a week. Using Unreal Engine based on procedural generated 3D maze. This was developed with C++ and Blueprints.
• I was responsible for music, game play and user interface in the game.

SPECTIFY - HACKHARVARD, HARVARD UNIVERSITY — Oct. 2017
• Spectify is a cross-platform application developed on Ionic/AngularJS, that takes photos of any item and redirects the user of the item with a purchase link. I developed the backend that included Google Vision API which was used to detected object and return the item as a JSON object.
• Using these technologies, this would allow users to purchase in a new and innovative way by using their camera.

ARTETRIS - HACK THE NORTH, UNIVERSITY OF WATERLOO — Sept. 2017
• Created an Argumented Reality Video Game called ARTetris. ARTetris was developed with ARKit from IOS platform as the Front-End. The Back-End consisted of NodeJS server which controlled had the functions and the Game Engine to compute the Matrices for the Tetris blocks.
• I've refractor the game engine in NodeJs and exported the modules to be accessed towards Firebase.

LECTUREBUDDY - NWHACKS 2017, UNIVERSITY OF BRITISH COLUMBIA — Apr. 2017
• Created a React Native base platform for students to communicate with the professor within the lecture. I've created the creation session on Lecture buddy using NodeJs, also helped with the website development.
• We won 1st place of Best use of ReactJS from Telus Digital.

MUSE - ATTACKLE — Nov. 2017
• Muse is a web application that converts text from images to speech. I Created it using NodeJS as the backend to handle Restful API and a Static Bootstrap website. It uses OCR - Tesseract, and Text to speech to create the audio file for the user.

ACTIVITIES

ARTRIS - SIMON FRASER UNIVERSITY · Software Developer — Jan. 2018 to Present
• A dedicated Scrum group, that takes into developing world class applications and including a relative document article on Medium.com for other users to replicate or contribute on Github. Dedicated my position to be assigned to issues that need to be close and refactoring code.

ATTACKLE - SIMON FRASER UNIVERSITY · Full Stack Developer - Co-Founder — Nov. 2017 to Present
• A student-led group that takes Initiative in problems and creates world applications. Using new technologies to push the group's boundaries in Software and Hardware perspectives.

BOTBALL ROBOTICS - CARNEGIE MELLON UNIVERSITY- Team Leader — Sept. 2008 to Sept. 2015
• A robotics competition held at Carnegie Mellon University in Qatar. It teaches students about programming robots using C/C++, and gives them an insight into Mechatronics. Degree. Me and my teammates have prepared and coded two functional robots for the competition each year when we participate.