

# Yousef Kart

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## EDUCATION

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

Windsor, Ontario  
September 2021 – May 2025

## EXPERIENCE

**Scelta** Windsor, Ontario  
*3D Pre-Construction Lead* May 2025 – Present

- Full-stack development responsibilities include building and maintaining frontend interfaces, backend APIs, and SQL based database systems
- Enhanced user experience by seamlessly embedding 3D models into interactive maps for clients and stakeholders

*3D Pre-Construction Developer* February 2025 – May 2025

- Created 3D models of proposed developments using only architectural blueprints and inspiration images
- Produced cost-effective, presentation-ready visualizations in 3–5 days, compared to industry average of 2–4 weeks
- Enabled successful client pitches, directly contributing to increased sales of other products within the Scelta Suite

## PROJECTS

**AI Monitoring System** | "Greatest project I've ever supervised" - Dr.Chen September 2024 – April 2025

- 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** | Sold for \$5,250 USD September 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** | Top in class — 99% grade 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

**Escape Java** | 1st place by vote — 98% grade 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

## CERTIFICATIONS

**University of Windsor** Windsor, ON  
*Dean's Honour Roll* 2021, 2022, 2023, 2024

**Information and Communications Technology Council** Online  
*Artificial Intelligence* December 2023

**St. Clair College** Windsor, ON  
*Mechanical CAD* March 2020

## SKILLS

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

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

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

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