

Youssef Moawad

CS and Physics undergraduate and App Developer

Passionate about using technology and CS to help people around the world

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Personal Statement

I started learning to program when I was nine and over the years I accumulated plenty of experience in multiple programming languages and platforms. I have about 11 years of experience in programming and 5 years in app development. I started releasing apps in 2013 and since then I have published nearly 20. You can have a look at everything I have built over the past few years at my personal website <http://devdude.me>. For the time being, most of my projects involve building mobile apps with Swift and website backends with Django or PHP.

Education

University

Computing Science and Physics at the University of Glasgow – Third year

Average GPA during the first and second years: 19.02/22

High School

CIE IGCSE (2013-2014):

A*A*AAAAAA including Maths, Physics and First Language English

CIE A Levels (2014-2015):

- Mathematics: **A*** (A Level)
- Physics: **A** (A Level)
- Further Mathematics: **C** (A Level)
- English Language: **B** (AS Level)

Technical Skills

- Computer Languages: Swift, Objective-C, HTML & CSS, JavaScript, PHP, SQL, Java, Python, C#
- Applications: Xcode, MS Visual Studio, Apache, Git
- Operating Systems: macOS, iOS, Windows, Linux
- Database Systems: MySQL, SQLite, MS Access
- Technologies: Node.js, Django, SASS, Express and Express-Handlebars

Career

Game Developer/User Interface Design Intern at Synaptic Hub Ltd. (July-September 2017).

- I joined the development team at Synaptic Hub during the summer of 2017 to work on the alpha version of *DYsLexiMeter*, an iPad game for children that acts as a dyslexia screener.
- Gained experience working in a professional software development environment.
- Gained skills in software development paradigms such as SCRUM.
- Furthered my experience with using Git in a team environment.
- I was involved in the initial design and requirements capture of the game and then in the earliest stages of its implementation.

Activities

- **Released a multitude of apps and games to the Apple App Store (with over 60,000 total downloads), the most notable of which are:**
 1. Matrix Master 2

- Lets users perform various matrix calculations, including eigenvectors/eigenvalues and matrix powers, for matrices of flexible sizes.
 - Has 25,000+ downloads.
2. UzuConvert
 - Lets users convert units. This was a major update for the first app I published (iConvertMaster). It introduced new quantities, units and allowed users to learn more about the units and the quantities they are using.
 - Has 4,700+ downloads.
 3. iSolveEQ
 - Solves polynomial equations and simultaneous equation systems.
 - Has 3,000+ downloads.
 4. Rainy Fall
 - A game where the player needs to quickly tap all the falling raindrops to prevent the fire from burning out.
 - Has 6,000+ downloads.
 5. Antimatter Blast
 - A game which requires the player to destroy incoming antimatter particles to avoid annihilating the lab.
 - Has 400+ downloads.

You can find links to these projects at <http://devdude.me/projects>.

- Released iConvertMaster (which was remade into UzuConvert on iOS) to the Google Play Store.
- Supported creation of Matrix Master for Android.
- **Built the website:** <http://devdude.me> where anyone can read about the projects I worked on and the ones I am currently working on. It also has an integrated blog where I write about technologies I use in development, particle physics and other things.
- Founded Uzusoft as a name under which to release my apps and built the website: www.uzusoft.com
- Attended *Cyber Defense Exercise Hackathon 2017* hosted by Glasgow University Tech Society and achieved second place with my team.
- Attended *CERN Spring Campus 2017* hosted by the Computing Science department at Glasgow University.

Current Projects

- Working on ‘**The Standard Model**’, an app for iOS that lets users manipulate and learn about fundamental particles and their interactions and draws Feynman Diagrams for the user.
- I recently started a blog at <http://devdude.me/blog> to write about technologies I use in my projects as well as topics that interest me in physics. Most of the published articles so far are physics related.

Skills

I have the ability to think very systematically and in a logical manner and to create and follow patterns to simplify and enhance my workflow, improving them as needed. I have been self-taught in programming for the entire period since I started until I began university and I was also self-studying during high school as I was homeschooled so I have very strong self-motivation and ability to quickly pick up new skills.

Interests

- Particle Physics/The Standard Model
- I have a passion for using technology and computer science to improve everyday life

References

Léon Franzen

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Academic references:

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