Yassine Seddaoui

444 rue Jean-Dallaire Laval, H7L 6C6 | (514) 238-7019 | yassineseddaoui@gmail.com

Objective

Motivated to solve concrete real-world problems through the application of my programming skills.

School

GENIE INFORMATIQUE | 2022-2026 | POLYTECHNIQUE MONTREAL
· GPA : 4.0

DEC SCIENCE INFORMATIQUE MATHEMATIQUE | 2020-2022 | BOIS-DE-BOULOGNE
· Cote-R : 31.515
· Club : Club de sécurité informatique

Achievements

POLYTECHNIQUE HACKERANK COMPETITION (2020) – PLACED TOP 10:
· https://www.hackerrank.com/competition-informatique-2022-2023
· Used python and C++ to solve problems using data structures and algorithms

ROBOTICS COMPETITION (2017) – REGINA ASSUMPTA:
· https://www.team3990.com/en/

Projects

BIBLIOTHEQUE EN LIGNE (2022) | PYTHON, DJANGO, HTML, CSS, MYSQL
· Integration project for my final semester of CEGEP
· Worked in a team of 4 people to design and build a web application in 75 hours.
· GitHub Repo: https://github.com/BiblioLexicus

JAVA GAME ENGINE (2021) | JAVA, JAVAFX, MVC
· Integration of physics (gravity, object collision) in a 2D environment
· Learned how to optimize algorithms to make the software run faster
· GitHub Repo: https://github.com/BiblioLexicus

POLYBLIND (2023) | JAVASCRIPT, HTML CSS, SVELTE, FIGMA
· Website made during a hackathon in 24 hours to help blind people read.
· Worked in a team of 4 as the group leader because of my experience in programming.
· GitHub Repo: https://github.com/yassine128/PolyBlind

CHESS GAME (2023) | C++, QT
· Chess game made in C++ for the class INF1015.
· Used MVC and GRASP (Object Oriented Design) to build the architecture of my software.

ROBOTS PROGRAMMING (2023) | C++, C, ASSEMBLY, EMBEDED SYSTEMS
· Robots made for the class INF1900 in team of 4 (Team Lead).
· Website: https://cours.polymtl.ca/inf1900/

Skills

Soft skills: Communication, Teamwork, Adaptability, Problem-Solving, critical thinking, Leadership

Technical skills: C++, Python, Java, HTML, CSS, Svelte, UML, Git, Django, Data-Structures