

# Yousif Alkhayyat

(773)-732-3625 | [yalkhayy@gmail.com](mailto:yalkhayy@gmail.com) | [linkedin.com/in/yalkhayyat](https://www.linkedin.com/in/yalkhayyat)

## EDUCATION

---

### University of Illinois Urbana-Champaign

May 2026

Bachelor of Science in Computer Science

## TECHNICAL SKILLS

---

**Languages:** C, C++, Python, Lua, Typescript, JavaScript, HTML/CSS, SQL, Java

**Technologies:** Flask, React, Next.js, Tailwind CSS, PostgreSQL, Supabase, MongoDB, Docker, Pytest, JUnit, Azure Pipelines

**Tools:** Git, Microsoft Azure, GitHub, VS Code, Jupyter Notebook, Postman, PlatformIO, Figma

## EXPERIENCE

---

### Software Engineer Intern

June 2024 – August 2024

Milwaukee Tool

Milwaukee, WI

- Integrated Teensy, a lightweight test board, into the Python firmware testing framework for cost-effective testing
- Developed a Teensy C++ serial communication library to interpret packets in the bootloader specification
- Collaborated with bootloader team to develop **24** system test scripts in **Python**, nearing 100% test coverage
- Automated bootloader testing with a **CI/CD Pipeline** across **22** hardware sets, saving **100+** hours per test cycle

### Software Engineer

October 2023 – June 2024

Slap Battles Game Studio

Remote

- Delivered weekly content updates and bug fixes to production, impacting **2M+** Daily Active Users
- Developed new gameplay mechanics and limited-time events, boosting active user count by over **500%** post-update
- Saved **50+** hours by automating repetitive 3D modeling and image editing tasks using Python
- Streamlined marketing efforts by creating player management tools using Google Apps Script and Roblox Open Cloud

## PROJECTS

---

### Blud Games | Luau, Roblox Studio

June 2024 – Present

- Launched an online multiplayer platformer game with **5M+** play sessions and over **\$10,000** generated in revenue

### NOVUS Flight Simulator | Luau, Python, Roblox Studio, Blender

April 2021 – Present

- Launched an online multiplayer flight simulator with **1M+** play sessions and **300k+** players
- Managing a team of **20+** contributors to produce content updates and increase player acquisition
- Developed a realistic aerodynamics model with customizable features using Object-Oriented Programming patterns

### Aerohub | Javascript, React, Postgres, pgSQL, Next.js, Supabase

July 2024 – Present

- Launched a platform for users to create, edit, and browse game-related posts with **1000+** active users
- Integrated user authentication and database management with Supabase
- Developed responsive UI components in React, with content filtering and tag-based searching in the backend

### Discord Data Scraper | Python, discord.py, OpenAI

July 2024 – Present

- Developed a Discord bot to extract structured data from **18,000+** messages, using a fine-tuned GPT-4o model

### ClassTranscribe | Python, Flask

August 2023 – January 2024

- Contributed to the backend of a "notebook" feature, allowing students to take notes alongside lecture transcriptions
- Implemented JSON Web Token authentication to secure user sessions

### Illinois Space Society: Avionics Firmware | C++, PlatformIO

August 2023 – January 2024

- Added rocket staging functionality to the Flight Finite State Machine using onboard acceleration and altimeter sensors
- Utilized Hardware-In-The-Loop testing to verify firmware efficiently and enable fast prototyping