

Kareem Moussa

Software Engineer (Backend)

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Objective

To find a full-time software engineering position after I graduate in December 2017. I am particularly interested in working on systems, infrastructure, and machine learning.

Education

University of California, San Diego

B.S. Computer Science

GPA: 3.77, *Provost Honors*

Relevant Coursework:

- *Distributed Systems (Graduate)*
- *Deep Learning / Neural Networks*
- *Networked Services*
- *Operating Systems*
- *Advanced Data Structures*
- *8-Bit System Game*
- *Computer Architecture*
- *Advanced Algorithms*
- *Statistical AI*

San Diego, CA

Expected: Dec 2017

Work Experience

Leanplum

Future Software Engineering Intern

- KPCB Fellows Program 2017. Will use Java and Python.

Apple

iOS Apps and Frameworks – Future Software Engineering Intern

- Will use Objective-C and MySQL, with a focus on security and cryptography

Apple

Developer Tools - Software Engineering Intern

- Worked with Developer Tools on the Xcode development environment, using Objective-C and C
- Improved upon the search engine codebase in Xcode, and made contains-word searches 38% faster
- Worked mostly with concurrent code, MVC design pattern, parsing techniques, and Unicode

Musicnear.me (www.musicnear.me)

Full-stack Developer

- Quickly bootstrapped our startup's app with Meteor.js and Angular.js with a code coverage of 50%
- Increased average visitors/day by 200% within a month via marketing and pitching to investors

Hacker Dojo

Software Engineering Intern

- Fixed bugs in the database through creating and managing unit tests in Python
- Contributed to REST API and created web content for the web-app, using Django and Google App Engine

WyzAnt

Private Programming Tutor

- Taught C++, Java, and iOS development to students who initially knew nothing about programming
- Emphasized teaching students how to self-learn and solve problems on their own, using a self-tailored curriculum

Highlighted Projects (see all my projects at kamoussa.me/projects)

Intel 8080 Emulator

(C, Objective-C)

- Implemented the entire Intel 8080 instruction set and used concurrency to emulate the CPU / IO / Graphics
- Emulated additional hardware to support arcade classic games Space Invaders and Balloon Bomber!
- Built to scale up to an emulator of the Gameboy Original, which I am currently working on finishing

Data Science Competitions

(Python)

- Competed in 3 Kaggle data science competitions involving stocks, customer satisfaction, and rain prediction
- Implemented Concurrent Neural Networks, kNN, Linear Regression, KMeans, and Naïve Bayes models

Skills:

- **Programming:** Strong: C/C++, Python, Objective-C
Proficient: Swift, JavaScript, Java, Go, Ruby, R, HTML/CSS
- **Dev/Lab Tools:** Linux, Git, Xcode, Vim, Docker, Eclipse, Visual Studios, LaTeX, Amazon AWS, nginx, MySQL, Redis, WordPress