# Yousof Hosny

• hosny.ca hozny linkedin.com/in/yousofhosny yhosnysa@uwaterloo.ca

#### **EDUCATION**

## **University of Waterloo**

Sept 2019 - Present

Hons. BCS Computer Science, Minor Combinatorics & Optimization - GPA: 3.94/4

#### **EXPERIENCE**

Databricks May 2023 – Aug 2023

*Incoming Software Engineer Intern* 

San Francisco, CA

SingleStore (MemSQL)

May 2022 – Aug 2022

Software Engineer Intern (Database Storage Engine Team)

San Francisco, CA

- Developed SingleStore distributed relational database engine (C++) designed for HTAP workloads featuring separation of storage/compute and point in time recovery
- Implemented metadata tables allowing users to query recovery progress of distributed nodes during database restarts, restores, and attaches
- Architected calculation of transaction log replay progress from blob storage integrating with AWS, Azure, and GCP using a heuristic with 5% margin of error
- Designed a lock-based tracker enabling publisher/subscriber interaction between master and replica nodes to monitor blob downloads during database recovery

Activision Sept 2021 – Dec 2021

Software Engineer Intern

Vancouver, BC

- Developed RESTful based microservices serving over **4 million** concurrent users, handling online services for all **Call of Duty** titles using **Python / MySQL / Databricks**
- Developed game engine client code (C++) responsible for handling multiplayer functionality by interfacing with online services for all CoD players on PC, Playstation, and Xbox
- Released a new moderation service to handle all toxicity and cheating reports in new CoD titles with support for configurable player bans saving **5 hours** a week of engineer wrangling time

Activision May 2021 – Aug 2021

Software Engineer Intern

Vancouver, BC

- Developed multi-level LRU cache using local memory and configurable **Redis** instances used by multiple services through internal Python framework
- Implemented player moderation priority queue with an average daily size of **1 million** player reports allowing concurrent workers to batch actions against players
- Containerized service releases using **Docker** and **Kubernetes** and monitored production trace logs in Kibana and live health metrics in Grafana

#### The Product Initiative (ConnectEd)

July 2020 - Aug 2020

Software Engineer Intern - Full Stack

Toronto, ON

• Developed an app to match remote university students based on common interests using a serverless stack with **React** and **Firebase** cloud services

#### **PROJECTS**

#### **Proust - Small Proof Assistant**

Technologies: Scheme (Racket)

• A type theoretic proof assistant based on lambda calculus and the Curry-Howard correspondence

### TECHNICAL SKILLS

**Languages**: C++, Python, C, Golang, SQL, JavaScript/TypeScript

Technologies: Git, Docker, Kubernetes, Databricks, MySQL, AWS, Azure, GCP

Tools: GDB, Linux/GNU Tools, Vim