TAREQ ALYOUSEF

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WORK EXPERIENCE

WOLVERINE TRADING   Chicago, IL
Software Engineer Intern   May 2022 – August 2022
- Worked on a team responsible for maintaining firm-wide core infrastructure and system monitoring applications
- Created a time and memory sensitive, real-time burst detection application, diagnosing packet loss of market data
- Provided operators with insights on misconfigurations and oversubscriptions of data on various servers
- Demonstrated ability with modern C++, low-level systems, and high-performance computing

AMAZON   Seattle, WA
Software Engineer Intern   January 2022 – April 2022
- Worked on an AWS team responsible for providing core distributed computing algorithms to various services
- Created a data visualization tool for hosts of a multi-agent system in a full-stack environment
- Presented insights from dozens of data sources into a single dashboard, improving team productivity
- Demonstrated ability with ReactJS, Redux, NodeJS, GraphQL, and Java

ID TECH CAMPS   Memphis, TN
Private Instructor   May 2021 – August 2021
- Taught game design with Unity3d/C# and 3D modeling with Blender as a private instructor
- Demonstrated ability to break down complex topics to an inexperienced audience

STRENGTHS

Languages: C++, C#, Java, Python, HTML/CSS/JS, GraphQL
Frameworks: Ruby on Rails, ReactJS, NodeJS, NextJS, WPF
Databases: MySQL, PostgreSQL
Software: Unity3d, Blender, GIMP
Development: Git, Unix-like environments

PERSONAL PROJECTS AND ACTIVITIES

BACKTESTING CLI   December 2020
- Designed a multithreaded, command line application for testing algorithmic trading strategies using C++
- Backtests provide detailed metrics, such as the CAGR, Sharpe, Sortino, Calmar, and drawdowns
- Used AlphaVantage for data collection and Doxygen for documentation

ALGORITHMIC TRADING   March 2020 – Present
- Deployed algorithmic trading strategies to Alpaca using C#
- Successfully traded a parameterless algorithm using OECD data with 25% CAGR and >2 Sharpe ratio

MULTIPLAYER GAME   June 2016 - Present
- Designed a server-authoritative, competitive, multiplayer platformer using Unity3d and C#
- Modeled, textured, and animated entities with Blender and GIMP
- Implemented complete client-side prediction and server-side reconciliation

FTC ROBOTICS   August 2016 – May 2019
- Designed a series of autonomous and driver-controlled robots using Java
- Lead a programming team that won 1st place at a regional tournament

EDUCATION

UNIVERSITY OF MEMPHIS (HONORS COLLEGE)   August 2019 – May 2023
- B.S. in Computer Science
- Minor in Mathematics
- Concentration in Data Science
- Cumulative GPA: 3.94/4.00