Youssof Saleh

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Education

NYU Abu Dhabi (NYUAD), Abu Dhabi, UAE   May 2026
Bachelor of Science (In-progress), Major in Computer Engineering, Minor in Robotics, GPA: 3.85

Jumeirah English Speaking School, Dubai, UAE   June 2022
International Baccalaureate (IB) diploma: 43/45

Work Experience

IBM, Dubai, UAE   May 2024 – July 2024
Summer Intern
- Engaged with the IBM iX studio team, utilizing IBM Garage and Design Thinking methodologies to enhance UI/UX. Designed mock product, developing complete solutions from ideation to implementation.
- Developed a smart IoT application with AWS Lambda, IoT Core, MQTT, and Raspberry Pi, enabling voice-controlled device management via Alexa.

Research Experience

eBrain Lab, NYUAD, Abu Dhabi, UAE and Hybrid   April 2024 – Present
Research Assistant
- Worked on optimizing TinyCL, a hardware architecture for efficient continuous learning on autonomous systems, helping achieve a 35x speedup over Nvidia Tesla P100 GPU.
- Implemented quantization and pruning techniques in TinyCL, focusing on optimizing latency, memory usage, and power consumption for resource-constrained autonomous systems,

Space Economy Evolution (SEE) Lab, SDA Bocconi, Milan, Italy and Hybrid   April 2023-Sep 2023
Research Assistant
- Leveraged AI and ML to collect, categorize, and validate datasets from 500+ space companies across Europe, contributing to various research papers on space debris management and data centers in space.
- Collaborated with NASA, ESA, and top firms to integrate AI solutions, enhancing mission operations.

Projects

Advanced Microprocessor Design, Advanced Digital Logic, NYUAD   Jan 2024 -Feb 2024
- Designed and implemented a custom microprocessor using VHDL, integrating 16 operations, eight data registers, and a 128-instruction memory, and implementing it on an FPGA board.

Meditation Haven, Computer Programming for Engineers, NYUAD   Sep 2022-Dec 2022
- Worked with a team of two to create a fully immersive VR meditating experience for users to combat mental health issues, with multiple customizable meditation environments.
- VR program created through the *Unity 3D* game engine, presented through *MetaQuest 2 VR* headset.

To-Do List Application System, Object Oriented Programming, NYUAD   Jan 2024- Feb 2024
- Developed a comprehensive To-Do List application in C++, leveraging advanced Object-Oriented Programming (OOP) principles to facilitate efficient task management. Implemented features such as task prioritization, customizable categories, deadlines, and notifications, alongside a dynamic user interface.

Skills

- **Relevant courses:** Data Structures, Discrete Math, Algorithms, OOP, Advanced Digital Logic.
- **Computer skills:** Proficient in Microsoft Office, Google platforms and Canva. Proficient in C++ , python and VHDL, intermediate in MatLab and basic experience with Unity. Basic modeling and rendering on Fusion 360 and Onshape.
- **Languages:** Fluent in Arabic and English
- **Interests:** Competitive middle-distance runner, 2020 national cross-country champion and club record holder. Integral part of 2022 JESS football first XI- national division champions. Intercollegiate soccer.