YOUSEF ABUYASEEN

Design Engineer and Creative Technologist | MA/MSc Innovation Design Engineering, Imperial and RCA
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SUMMARY

Software engineer turned design engineer with two and a half years in digital government and a portfolio of prototyped hardware, interactive installations, and shipped web apps and games. Currently studying Innovation Design Engineering at Imperial College London and the Royal College of Art, graduating 2028. Work spans physical computing, ML-driven interaction, rapid prototyping and sound. Seeking a short summer placement in 2027 and graduate roles from 2028 in product design and engineering.

EDUCATION

Imperial College London and the Royal College of Art | MA/MSc Innovation Design Engineering 2026 – 2028 (expected)

- Modules: IDE Fundamentals, Cyber-Physical Systems, Transdisciplinary Practices, Core Skills, Grand Challenge, RMS&A (SuperGreen), Impact, Sustainable Systems, Solo X, Professional Consolidation.

University of Westminster, London | BEng (Hons) Software Engineering, Upper Second Class (2:1) 2019 – 2023

- Relevant modules: Mobile Native Application Development, Object Oriented Programming, Algorithms, Database Systems.
- Final year project: PlateMate, a restaurant recommendation engine using cosine similarity (Python, Flask, Firebase).

PROJECTS

cycleSOS: e-bike emergency network | Team of 5 2026

- Prototyped a night-safety network on dormant shared e-bikes (Lime, Forest, Voi, Santander): an ESP32 SOS button in a 3D-printed enclosure that lights up, sounds an alarm and logs the incident location.
- Designed and built the companion web app: routing along lit streets, nearby SOS points, and live trip sharing that texts a trusted contact a tracking link with no install needed. Led outreach to all four operators.

Amazeing: body-controlled tilting maze | Team of 3 2026

- Led interaction design and electronics: a camera tracks the player's posture, a Wekinator ML model classifies it, and Processing drives Arduino stepper motors that tilt a laser-cut maze in real time; added a low-pass filter so it responds to deliberate movement.

Vivienne: browser-based exploration game | Solo 2026

- Designed and built a playable first-person noir game set in 1938, rendered entirely in ASCII/ANSI with vanilla JavaScript, with seeded procedural cities players can share.

Gallery: daily effort tracker | Solo 2026

- Designed and shipped a live home-screen progressive web app that records what you attempted each day rather than what you achieved, with local storage and no account needed.

Freddy Fargo: music production | Independent Ongoing

- Producer with 170,000+ plays across Spotify, Apple Music and Bandcamp, working in Ableton Live and Logic Pro.

EXPERIENCE

Digital Government Authority, Riyadh | Government Relations Analyst May 2025 – Aug 2026

- Designed and built a semi-automated participation tracking system that cut the event workflow from 10 weeks to 4; still used for 320+ stage participations a year across LEAP, Digital Government Forum and Digital Saudi Day.
- Represented the Digital Saudi programme at national conferences and forums, translating complex ideas into executive presentations and event layouts for public and private stakeholders.

Digital Government Authority (Numo Program), Riyadh | Assistant Government Relations Analyst Dec 2023 – May 2025

- Designed the thematic spatial layout for the UN Internet Governance Forum 2024 Village, grouping 100+ organisations by domain so visitors could navigate the floor; hosted the Village Stage as MC, working alongside UN representatives.

Riyad Bank, Riyadh | Intern, User Acceptance Testing Jun 2021 – Jul 2021

- Executed user acceptance test scenarios across ATM, mobile app and web banking interfaces, and provided HTML, CSS and Java fixes to the development team.

LEADERSHIP AND VOLUNTEERING

University of Westminster Esports Society | Team Captain 2020 – 2023

- Captained a seven-member team in the National Student Esports (NSE) Championship, coordinating weekly practice and inter-university competition.

World Volunteer Program, Thaprek, Nepal | Volunteer Feb 2018 – Mar 2018

- Helped construct a biogas digester for local families as part of a community renewable energy initiative.

SKILLS

Prototyping and making: Arduino, ESP32, stepper motors, physical computing, 3D printing, laser cutting, rapid prototyping, Processing, Wekinator (ML), user testing

Programming: JavaScript, Python, Swift, Kotlin, Java, C and C++ (Arduino), SQL, HTML, CSS, MATLAB

Tools: Figma, Git and GitHub, Firebase, Flask, progressive web apps, Power BI, Microsoft 365, Google Workspace, Ableton Live, Logic Pro

Languages: Arabic (native), English (fluent)

CERTIFICATIONS

Certified AI Professional, Meirc (2025) | Power BI Data Analysis, Formatech (2024) | Google Cybersecurity Professional (2023)