



# YASIN HESSNAWI

Software Developer | AI/ML Engineer

- ▷ Oslo, Norway    ▷ (+47) 949 72 907
- ▷ [yasinhessnawi1@gmail.com](mailto:yasinhessnawi1@gmail.com)
- ▷ [yasinhessnawi.online](https://yasinhessnawi.online)
- ▷ [github.com/yasinhessnawi](https://github.com/yasinhessnawi)
- ▷ [linkedin.com/in/yasinhessnawi](https://linkedin.com/in/yasinhessnawi)

## PROFESSIONAL SUMMARY

Award-winning software developer with strong expertise in backend development, AI/ML, and full-stack solutions. Co-founder of Declassifai (NTNU Eureka Prize 2025), demonstrating ability to deliver production-ready systems that solve real-world problems. Proven track record in teaching, mentoring, and collaborative development. Seeking to leverage technical skills and problem-solving abilities in a dynamic development team.

## TECHNICAL SKILLS

### Programming Languages

Java, Go/Golang, Python, C/C++, JavaScript, Kotlin

### Backend & APIs

Spring Boot, RESTful APIs, Gin-Gonic, Node.js

### Frontend Development

React, JavaFX, HTML/CSS, JavaScript

### Databases

PostgreSQL, MySQL, MariaDB, MongoDB, Google Firestore

### Cloud & DevOps

Docker, Kubernetes, Terraform, AWS (EC2), Azure, GCP

### CI/CD & Tools

Git, GitHub Actions, Linux, Scrum/Agile

### AI & Machine Learning

TensorFlow, PyTorch, scikit-learn, LSTM, CNNs, Graph Neural Networks, NLP

### Data Science

Data processing, visualization, analysis, pandas, NumPy

## WORK EXPERIENCE

### University Teaching Assistant

Norwegian University of Science and Technology (NTNU), Gjøvik

July 2024 – December 2024

- Prepared and managed programming laboratories in data engineering courses
- Assisted students in understanding complex lecture content and debugging code
- Corrected and evaluated academic assignments, providing constructive feedback
- Helped students prepare for examinations through practice sessions and clarifications

### Student Assistant

Norwegian University of Science and Technology (NTNU), Gjøvik

January 2024 – June 2024

- Supported students in understanding course material in programming and algorithms
- Assisted with class projects, debugging, and code reviews
- Provided practice questions and guided exam preparation
- Evaluated class projects and assignments, assessing knowledge levels

### Barista

Frk. Lovise, Sandnessjøen

July 2021 – September 2023

- Designed café menus and managed opening routines
- Handled cash register operations and inventory management
- Developed a budgeting and accounting application for café financial management as part of university coursework (JavaFX)

## EDUCATION

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**Master of Science in Technology (Sivilingeniør) – AI and Internet of Things** *August 2025 – June 2027 (Expected)*

University of Agder (UiA), Grimstad, Norway

**Bachelor of Engineering – Data Engineering: Programming and Cybersecurity** *August 2022 – June 2025*

Norwegian University of Science and Technology (NTNU), Gjøvik, Norway

**High School Diploma** *August 2019 – June 2022*  
Sandnessjøen VGS, Sandnessjøen, Norway

## KEY PROJECTS

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**Declassifai – PII Detection & Redaction Platform** *January 2025 – Present*  
*Co-Founder & Lead Developer | [declassifai.com](https://declassifai.com)*

- **NTNU Eureka Prize Winner (November 2025)** for innovative AI-powered solution
- Co-developed web application using AI/ML to automatically identify and redact sensitive personal information (PII) in PDF documents, achieving **91.66% accuracy**
- Built with Python (ML models), Go backend (RESTful API), React frontend, deployed on AWS/GCP
- Implemented both automated detection and manual editing capabilities with customizable redaction modes
- Designed for GDPR compliance, serving legal firms, healthcare, and government sectors
- *Technologies: Python, TensorFlow, Go, React, Docker, PostgreSQL, AWS, Terraform*

**Graph Tsetlin Machine for Hex Winner Prediction** *October 2025 – Present*  
*[github.com/yasinhessnawi1/tsetlin-hex](https://github.com/yasinhessnawi1/tsetlin-hex)*

- Designed modular, high-performance implementation of Graph Tsetlin Machines for predicting Hex board game winners
- Achieved **100% accuracy on 20×20 boards**, with preliminary results showing similar performance on 30×30 boards
- Combined graph-based board representation with deep logical learning, demonstrating scalability and explainability
- Showcased GTM's potential for complex strategy games with interpretable rules
- *Technologies: Python, NumPy, Graph Neural Networks, ML algorithms*

**Multimodal Genre Classification** *September 2025 – November 2025*  
*[github.com/yasinhessnawi1/ml-project](https://github.com/yasinhessnawi1/ml-project)*

- Contributed to multimodal models for movie genre classification using text and images from MM IMDb dataset
- Implemented advanced architectures: LSTM with Attention, DistilBERT, ResNet, custom CNNs
- Built training infrastructure with data processing, experiment tracking, and ROC AUC evaluation
- Results showed multimodal fusion significantly improved performance, with Attention Fusion most effective
- *Technologies: Python, PyTorch, TensorFlow, LSTM, Transformers, CNNs*

**ElectroMart – Full-Stack E-Commerce Platform** *February 2024 – April 2024*  
*Backend | Frontend*

- Built full-stack e-commerce platform for electronics using React frontend and Go backend

- Implemented product categorization, detailed views, shopping cart, and checkout functionality
- Used MySQL for database management with GORM, Gin-Gonic framework, and environment configuration
- Demonstrated full-stack development capabilities from database design to UI implementation
- *Technologies: React, Go, MySQL, GORM, Gin-Gonic, RESTful API*

### 1.2 Watch – Media Tracking Mobile App

October 2024 – November 2024

[github.com/yasinhessnawi1/1-2-watch](https://github.com/yasinhessnawi1/1-2-watch)

- Created mobile application for tracking favorite media content (movies, series, anime)
- Features: centralized content overview, episode release notifications, streaming availability, content recommendations
- Developed in Kotlin as part of mobile programming exam
- *Technologies: Kotlin, Android SDK, API integration*

### Frk. Economy – Budgeting Application

January 2023 – May 2023

[gitlab.com/yasin2462145/frk-economy](https://gitlab.com/yasin2462145/frk-economy)

- Developed desktop application for budget and accounting management targeted at small businesses
- Features: detailed income and expense tracking, graphical financial reports, budget management
- Includes multiple pages for transaction overview, budget insights, and comprehensive financial reports
- *Technologies: JavaFX, MySQL, Java*

### RiddleBoundRampage – Interactive Adventure Game

January 2023 – May 2023

[github.com/yasinhessnawi1/RiddleBoundRampage](https://github.com/yasinhessnawi1/RiddleBoundRampage)

- Co-created interactive, path-based adventure game with customizable stories, puzzles, and dynamic gameplay
- Players solve tasks while being chased by a zombie monster
- Includes multiple game modes (story creation, competitive challenges) with customizable goals and character settings
- *Technologies: JavaFX, Java, Object-Oriented Design*

## HONOURS AND AWARDS

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### Eureka Prize, NTNU

November 2025

Awarded for bachelor thesis *Hide Me AI* (now Declassifai), an innovative solution for automatically identifying and editing sensitive information in documents using AI and ML. The prize recognizes the project's pioneering approach to secure document management and practical usefulness.

## ADDITIONAL SKILLS

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### LAOS – Training for Learning Assistants

Trained to create safe, communicative, and constructive learning environments. Learned principles of conflict management and how to assess understanding levels to provide optimal guidance.

## LANGUAGES

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**Arabic:** Native

**Norwegian:** C1 (Professional)

**English:** C1 (Professional)

## REFERENCES

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Available upon request.