

Yassine Bacha

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Location: Algeria

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Summary

Versatile Software Developer with a Master's degree in Computer Vision. I possess a strong aptitude for rapid learning, creativity, adaptability, and self-motivation. My passion lies in the realms of Web Development, UI/UX Design, Virtual Reality, and Artificial Intelligence. Currently seeking new career opportunities and open to relocation.

Languages

English: Fluent

Arabic: Native

French: Conversational

Japanese: Beginner

Experience

Salesforce Developer Consultant

SOLJIT • Montreal, QC, Canada (Remote)

Feb 2023 - Present

Successfully contributed to over 8 Sales and Service Cloud projects, showcasing expertise in Salesforce technologies:

- Built and developed custom user interfaces and enhanced existing user experience in over 40% of the projects with Lightning Web Components (LWC), Aura, and Visualforce.
- Implemented automation solutions using Apex, SOQL, and flows. Contributing to the company's goal of making clients achieve a 10 times boost to strategical evolution.
- Accelerated data importation and manipulation tasks through Python scripting, cutting data processing time by 50%.
- Proficiently handled administrative tasks, including profile configuration, sharing rules, and knowledge articles.
- Tested functionality, performed debugging, and carried out modifications to conduct quality checks.

Front End Developer

Originova • Batna, Algeria

Jul 2022 - Feb 2023

Took part in 7 various projects (websites, desktop applications, and mobile applications):

- Engaged and collaborated with the team to assemble and address technical and design requirements.
- Integrated user-facing and front-end elements using Vue JS, Ionic, Electron, and WordPress.
- Conceptualized and Designed the user experience and interface of 3 websites, and 4 mobile apps using Figma and Adobe XD (UI/UX).
- Contributed to defining business requirements for clients and translating these into a cohesive design language, leading to a reduction in design revisions.
- Documented created designs into ready-to-use packages, streamlining the development process and reducing developer workloads, which allowed for more efficient project scaling and management.

Education

Ph.D., Artificial Intelligence and Image Processing

University of Biskra • Biskra, Algeria

Feb 2022 - Present

MSc, Computer Vision

University of Science and Technology Houari Boumediene (USTHB) • Algiers, Algeria

Nov 2020 - Oct 2022

BSc, Software Engineering

University of Science and Technology Houari Boumediene (USTHB) • Algiers, Algeria

Sep 2017 - Oct 2020

Skills

JavaScript: LWC, Vue, React, Node, Express, D3, ML5, P5

Python: Tensorflow, Keras, Pandas, OpenCV, NumPy, PyQt

C/C++: OpenGL

User Interface / Experience (UI/UX) Design: Figma

3D Modeling: Blender

HTML/CSS: Bootstrap, SASS, Tailwind

Java: Apex, JavaFX, FXML, Android Studio, Processing

Databases: SOQL, Oracle, MySQL, MongoDB

Graphic Design: Adobe Photoshop, Adobe Illustrator

3D Environment Art: Unreal Engine

Projects

Medical Palpation Assistance System

Feb 2022 - Aug 2022

- MSc degree thesis.
- A realistic 3D simulation aimed toward medical practitioners to learn and practice medical palpation.
- The system comprises a Virtual Reality environment and a Deep Learning prediction model.
- Tools used: Unreal Engine 4, Blender, Leap Motion, JavaScript, NodeJS, ExpressJS, ML5JS, P5JS.

VR Scouting: Timgad

Nov 2021 - Mar 2022

- A realistic recreation of the historical site of Timgad in a Virtual Reality environment
- Tools used: Unreal Engine 4, Blender

PARKER: Become Probe

Oct 2022

- Submitted solution to the NASA Space Apps Challenge 2022 Hackathon.
- A 3D game that revolves around the journey of the Parker solar probe.
- Tools used: JavaScript, ThreeJS, Spline, Blender.

Japanese Hiragana Classification with Pose Estimation AI

Mar 2022

- A mini-game that teaches Japanese Hiragana using a Deep Learning-based Pose Estimation solution to classify poses.
- Tools used: JavaScript, ML5JS, P5JS.

Real-Time Human Pose Recognition

Mar 2020 - Jul 2020

- BSc degree thesis.
- Human pose recognition in real-time using Computer Vision and Image Processing techniques.
- Tools used: Python, OpenCV, PyQt.

Certifications

- **Salesforce Junior Admin** - Harrison Tech Training
- **Salesforce Power User** - Harrison Tech Training
- **Back End Development and APIs** - freeCodeCamp
- **Front End Development Libraries** - freeCodeCamp
- **JavaScript Algorithms and Data Structures** - freeCodeCamp
- **Responsive Web Design** - freeCodeCamp
- **Machine Learning with Python** - freeCodeCamp
- **Introduction to Python** - 365 Data Science