

MOHAMED AMINE DARRAJ

ARTIFICIAL INTELLIGENCE ENGINEERING STUDENT

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PROFESSIONAL SUMMARY

Passionate **AI Engineering Student** with expertise in **Machine Learning**, **Deep Learning**, and **Computer Vision**. Currently pursuing advanced engineering studies at ENSAM Meknès with outstanding academic performance. Proven experience in developing intelligent systems, reinforcement learning algorithms, and predictive modeling solutions. Strong foundation in multiple programming languages and AI frameworks with innovative project delivery track record.

EDUCATION

ENSAM Meknès

2024–Present

Engineering Cycle - Artificial Intelligence & Data Technologies

ENSAM Meknès

2022–2024

Integrated Preparatory Cycle

- 14/439 (2nd Year), 23/482 (1st Year)

Ibn El Haitham Technical High School

2021–2022

Baccalaureate in Mathematical Sciences, Option B (**Mention: Bien**)

TECHNICAL SKILLS

- **Programming:** Python, C++, Java, R, Julia
- **AI/ML:** PyTorch, TensorFlow, Scikit-learn
- **Data Science:** Pandas, NumPy, Matplotlib
- **Computer Vision:** OpenCV, Image Processing
- **Web:** JavaScript, HTML, CSS, SQL
- **Tools:** Git, MATLAB, Jupyter, VS Code, Godot

KEY PROJECTS

Healthcare Computer Vision System

[GitHub](#) [↗](#)

- Developed **deep learning models** for automated bone fracture and chest disease detection
- Built intelligent **medical chatbot** using NLP for symptom-to-disease mapping
- Achieved high accuracy in medical image classification through model optimization

Advanced Trajectory Prediction System

[GitHub](#) [↗](#)

- Engineered **ML pipeline** for real-time trajectory prediction and motion forecasting
- Applied advanced algorithms for pattern analysis with optimized computational efficiency

Intelligent Game AI Development

[GitHub](#) [↗](#)

- Created immersive game in Godot Engine with **Q-learning based adaptive AI**
- Designed engaging gameplay mechanics with reinforcement learning integration

Smart Snake Game with AI

[GitHub](#) [↗](#)

- Developed autonomous Snake game agent using **Q-learning reinforcement learning**

- Implemented self-improving algorithm demonstrating practical RL applications

EXPERIENCE & LEADERSHIP

Active Member – Club Info Gadz’it

2022–Present

ENSAM Meknès

- **AI Research Cell:** Participated in AI research projects and technical workshops
- **Competitive Programming:** Engaged in algorithmic problem-solving competitions
- Collaborated on innovative technology projects and peer knowledge-sharing initiatives

LANGUAGES & INTERESTS

Languages:

Core Interests:

- **Arabic** (Native)
- **French** (Professional)
- **English** (Professional)

- Machine & Deep Learning
- Computer Vision Applications
- Reinforcement Learning Systems
- Medical AI & Healthcare Tech
- Game Development & AI

“Passionate about transforming innovative ideas into intelligent solutions through AI and data technologies.”