

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 Engineering Cycle - Artificial Intelligence & Data Technologies	2024–Present
ENSAM Meknès Integrated Preparatory Cycle <ul style="list-style-type: none">• 14/439 (2nd Year), 23/482 (1st Year)	2022–2024
Ibn El Haitham Technical High School Baccalaureate in Mathematical Sciences, Option B (Mention: Bien)	2021–2022

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 
<ul style="list-style-type: none">• 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 
<ul style="list-style-type: none">• 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 
<ul style="list-style-type: none">• 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 
<ul style="list-style-type: none">• 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:

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

Core Interests:

- 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.”