

ADNANE EL BOUHALI

TÉLÉCOM PARIS — DATA SCIENCE AND COMPUTER VISION MAJOR

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ABOUT ME

Technical Skills Git, Python, Java, Unix/Linux, HTML, CSS, JavaScript, NodeJS, MySQL, L^AT_EX
Languages Native Proficiency in French and Arabic ; Proficient in English
Interests Chess, Public Speaking, Photography, Cinema

WORK EXPERIENCE

Institut National des Postes et Télécommunications - INPT

NLP intern, Research Department

Rabat/INPT (July 2023 - August 2023)

- Developed a Moroccan Arabic Dialect - English translator.
- Explored different techniques to extract data from old dictionaries in order to train a neural network.
- Used technologies : Python, opencv, tesseract-ocr, MongoDB

National Road Safety Agency - NARSA

Machine learning intern, IT Department

Rabat/INPT (July 2022 - August 2022)

- Developed a software solution, whose goal is the automatic regulation of road traffic
- Explored the use of reinforcement learning techniques on variable speed limit determination
- Used an Open-Source Road Traffic Simulator (SUMO) to provide "Synthetic" data to be able to train a machine learning model

PERSONAL PROJECTS

Application Containerization

(April 2023)

- Leveraging Docker and Kubernetes to containerize and manage the components of a software application.
- Employing the EFK stack for monitoring and logging to ensure thorough visibility performance and issues.
- Used tools : Docker, Kubernetes, Prometheus, Grafana, Kibana, Elastic, Fluentd, Skaffold, Flux-CD

Business Intelligence Project

(January 2023)

- Development of a decision Support Information System For Employment in Canada in Any Given Sector.
- Implementation of a dashboard which is based on visualizations of official Canadian government data
- The Goal is to minimize the risk of making bad decisions in the long run (Especially through Forecasting)

Hadoop Cluster

(October 2022)

- Setup of a multi node Hadoop Cluster, which is a special type of computational cluster designed specifically for storing and analyzing huge amounts of unstructured data in a distributed computing environment.

Pathfinding Visualizer

(2021-2022)

- This Project Consists of a Browser-Based Game using JavaScript and ReactJS
- The Goal is to Visualize Operational Research Algorithms Such as A*, Dijkstra, Depth-first Search ...

Chess Game

(2021)

- Conception and implemetation of a chess game in order to assimilate the concepts of object-oriented modeling.
- Used Technologies and Tools : Java, JavaFX, UML

EDUCATION

Télécom Paris

Palaiseau (2023-Present)

- State Engineering Diploma (Mathematics and Computer Science)
- Field of Data Science and Image Processing

Institut National des Postes et Télécommunications

Rabat (2021-2023)

- State Engineering Diploma (Information Technology)
- Field of Advanced Software Engineering for Digital Services (ASEDS)
- Honors : Ranked first — G.P.A : 4.0

Centre Al Qalam des Classes Préparatoires aux Grandes Ecoles

Agadir (2018-2021)

- Scientific Preparatory Classes for Engineering Schools (PCSI/PSI Track)
- Honors : Achieved the 28th rank in the "Concours National Commun".