

Heikel Jebali



About me

I am a dedicated Computer Science student currently pursuing my degree at EPFL. Along with my academic pursuits, I have honed my skills as a React frontend developer. I am passionate about creating intuitive and dynamic user interfaces, and I am always eager to learn and take on new challenges.

Contact

- Born on 20.10.2000, Age 22
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- Heikel Jebali
- GitHub/Heikmike
- Car Available, Driving License B

Languages

- French - Native Language
- English - Professional Knowledge
- German - Basic Knowledge (B2)
- Arabic - Basic Knowledge (B2)

Hard Skills

- React
- Python
- Vim
- Linux
- Java
- LaTeX
- Scala
- Bash
- Git

Soft Skills

- Communication
- Independant
- Adaptability
- Curious
- Teamwork
- Problem Solving

Education

2019 - Now



Bachelor Degree

Swiss Federal Institute of Technology (EPFL)

Computer Science

Currently in the last year of a Computer Science degree at EPFL. Here are the main courses I took:

- Algorithms, Database Systems, Machine Learning, Signal Processing, Computer Networks, Probabilities and Statistics

2016 - 2019



High School Graduation

Gymnase de Beaulieu

High school degree with a specialization in Mathematics and Physics, as well as an IT complementary course.

Professional Experience

2022 - Now

Teaching Assistant

EPFL

Helping students for the exercises and check their homeworks in the following courses:

- Signals and Systems** - Prof. Yanina Shkel
- Informatique et Calcul Scientifique** - Prof. Camille Demetru Peterscu

2020 - Now

Cashier

Denner SA

Projects

2022

Face Recognition

Python

Measuring the influencing factors of a face recognition algorithm called ArcFace for my Bachelor thesis. Supervised by Yuhang Lu and Professor Touradj Ebrahimi.

2021

Functional Programming Labs

Scala

Functional Programming Labs in Scala, also available in Coursera. 10 labs to learn the Scala language and functional programming. Supervised by Professor Martin Odersky

2021

Sudoku Solver

C

Sudoku solver coded in C that solves even non squared grids with arbitrary zones. Supervised by Professor Jean-Cédric Chappelier.

2020

Machine Learning Labs

Python Jupyter Notebooks

Machine Learning labs to implement various ML algorithms like Neural Networks, Gradient Descent, regressions and many others. Supervised by Professor Pascal Fua.

2020

RPG Game

Java

RPG Game on grid of type "Zelda" or "Pokemon" coded in Java to learn Object-Oriented Programming. Supervised by Professor Jamila Sam.