Lahoucine Chikry

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EDUCATION

Al Akhawayn University Expected Graduation in 2026

Bachelor of Science in Computer Science, Minor in Communication Studies *Ifrane, MA*

Dual Specialization in Computer Systems and Artificial Intelligence

- *Relevant Coursework*: Technical Writing, Data Structures, Algorithm Analysis, Object-Oriented Programming, Database Systems

EXPERIENCE

Robotics & Software Engineer Nov. 2023 – Present

AUI Mechatronics Team *Ifrane, MA*

- Collaborated on designing, building, and coding winning robots in the 2024 National Vex Robotics Championship, securing the team's 3rd consecutive victory and earning a spot on the international stage in the USA
- Conducted robotics and Computer Vision workshops under the AUI Mechatronics Club, teaching students about concepts and technologies that can be used in real-world applications
- Currently leading a team to participate in the ROV underwater robotics competition

Teacher Lab Assistant Sep 2024 – Present

Al Akhawayn University *Ifrane, MA*

- Assisted more than 50 students in understanding Python programming concepts by providing real-time guidance and improving their problem-solving skills and algorithmic thinking
- Developed various Python scripts to automate the grading of student submissions, reducing manual effort and saving hours of work per week for professors and fellow lab assistants
- Collaborated with professors to develop assessments while also ensuring timely and fair grading

Head of IT and Digital Committee April 2021 – August 2023

Reading for All Initiative Association *Dakhla, MA*

- Led the association's digitization project, creating a centralized system that optimized workflow and operations
- Managed a team responsible for creating engaging digital content, boosting the association's online presence
- Recognized for exceptional contributions, dedication, teamwork, and impactful results in advancing the association's mission

PROJECTS

QuickBite | *Java, Telegram Bot API, JUnit, Mockito, PostgreSQL, Docker* Dec. 2024 – Present

- An extensible Telegram bot template for restaurants that enables customers to pre-order meals for pickup or dine-in, achieving a line-free ordering experience during peak hours and improving customer satisfaction
- Implemented various design pattern concepts such as Singleton and a layered architecture
- Used PostgreSQL for data persistence and Docker for project portability and a seamless production experience

Computer Vision Workshop | *Python, MediaPipe, OpenCV* November 2024

- Co-led a hands-on Computer Vision workshop using Python for students at Al Akhawayn University, teaching image processing with OpenCV and face/hand detection with MediaPipe under the AUI Mechatronics Club
- Guided participants in building a Rock, Paper, Scissors game using hand detection, reinforcing practical applications of computer vision concepts in real life

Unbeatable TicTacToe | *C, GitHub Workflows* Feb. 2024 – Oct. 2024

- A CLI game with an unbeatable mode, support for multiple players, and a gameplay saving feature
- Implemented GitHub Workflows to automatically trigger unit tests, ensuring code quality and reducing errors

SKILLS

- C, Java, Python, SQL, Bash, HTML
- Git, Docker, Linux, Vim, VS Code, IntelliJ IDEA
- JUnit, Mockito, PostgreSQL, MediaPipe, OpenCV
- VEX Robotics API, Telegram Bot API
- Teamwork, Peer Tutoring, Technical Writing, Project Management
- English, Arabic – *Professional proficiency or above*