

Abdelmajid ZADDI

Junior AI Engineer & Software Engineer

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📍 Mohammedia, Morocco

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PROFESSIONAL SUMMARY

Results-driven AI Engineer and Software Developer with a proven ability to lead projects end-to-end — from understanding business requirements and architecting robust solutions, to implementing, testing, and deploying intelligent systems at scale. With hands-on experience across the entire software lifecycle, I specialize in building AI-powered applications that integrate advanced machine learning, natural language processing, and real-time data processing. Adept in MLOps, cloud services (AWS), and DevOps practices, I deliver production-ready solutions that are scalable, secure, and optimized for performance. I thrive in cross-functional environments where innovation, automation, and reliability are key to success.

PROFESSIONAL EXPERIENCE

AI Engineer, Software Engineer — Futurate by Infosysta

02/2025 – Present

Casablanca, Morocco

- Designed and deployed an intelligent system that analyzes CVs and job descriptions to compute relevance scores, and recommends personalized training paths to complete candidate profiles.
- Built a multi-agent system that fully automates the purchasing workflow — from supplier analysis and negotiation to decision-making — using reasoning agents and business rule orchestration.
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Technologies: Python, FastAPI, Hugging Face Transformers, LangChain, CrewAI, Qdrant, Docker, PostgreSQL, GitHub Actions, Next.js, React.js, MongoDB

Machine Learning Developer — AdaOne

07/2024 – 12/2024

Remote (Fr-based)

- Developed a deep learning-based stock trading bot using LSTM to predict short-term price movements, generating buy/sell signals for automated execution via NinjaTrader.
- Deployed and monitored the model within AWS SageMaker for continuous training and backtesting on real-time data, improving decision accuracy and minimizing manual trading risk.

Technologies: Python, PyTorch, Scikit-learn, Pandas, NumPy, AWS SageMaker, Matplotlib, Seaborn, Docker

AI Developer & GenAI Intern — Cash Plus

04/2024 – 07/2024

Casablanca, Morocco

- Designed and deployed a multilingual and multimodal chatbot using a Retrieval-Augmented Generation (RAG) system trained on Cash Plus's internal consultation and reclamation datasets to automate customer support across text and document inputs.

Technologies: Python, FastAPI, Qdrant, Hugging Face Transformers, Pandas, Multilingual LLMs, OpenAI APIs

NLP Engineering Intern -3D Smart Factory

06/2023 – 08/2023

Casablanca, Morocco

- Designed and implemented a lightweight Transformer-based neural translation model for French–Darija (Moroccan Arabic) translation, fine-tuned on a custom parallel corpus to enhance domain-specific translation quality for local business applications.

Technologies: Python, TensorFlow, Keras, Hugging Face Transformers, SentencePiece, Pandas, NumPy, Jupyter Notebook, Scikit-learn

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AI Developer & Data Engineer — Freelancer (Upwork)

June 2023 – March 2025

Remote

- Built an ETL pipeline to ingest, transform, and clean sales data from SQL Server, integrated with Power BI dashboards to provide real-time business insights.
- Built a robust web scraping solution for e-commerce market analysis using Selenium and BeautifulSoup to extract product listings and pricing data.
- Designed and implemented a full-stack web application for car tracking using GPS, built with Java Spring Boot for the backend and a responsive front-end for real-time vehicle monitoring.
- Developed a computer vision application that captures and extracts the pupil (“boboa”) of the eye through a camera interface, then transforms it into a visual representation embedded into custom smart bracelets and decorative jewelry for clients.

Technologies: SQL Server, Power BI, Python, Python, Selenium, BeautifulSoup, Java, Spring Boot, MySQL, JavaScript, Leaflet.js, OpenCV, YOLOv8,

EDUCATION

Engineering Degree in Software Engineering and Computer Systems Integration

2022 – 2025

Faculty of Science and Technologies — Mohammedia

- Coursework: Machine Learning, Artificial Intelligence, Data Structures & Algorithms, Computer Vision

DEUST in Mathematics, Computer Science and Physics

2020 – 2022

Faculty of Science and Technologies — Mohammedia

- Graduated with Honors (Top 5 of class)

PROJECTS

Augmented Reality Mobile Game using React Native and Microservices

- Designed a location-based gaming platform that simulates PokéMon GO gameplay with real-time player interactions, built using a microservices architecture for scalability and cross-device support.

Technologies: React Native, NestJS, Spring Boot, Python, MongoDB, PostgreSQL, Redis, Docker, Nginx

Administrative HR Software for Payroll Processing

- Built a full-featured payroll management system for HR departments, handling salaries, benefits, employee profiles, and reports with automated calculations and tax compliance.

Technologies: PHP, MySQL, Bootstrap, jQuery, HTML/CSS

Online Platform for Booking Bus Tickets and Managing Routes

- Developed a responsive web application allowing users to search, reserve, and pay for bus trips, while admins manage buses, schedules, and payments in real-time.

Technologies: Java Spring Boot, Next.js, PostgreSQL, Stripe API, Docker

Fine-Tuning AI Image Generator

- Fine-tuned image generation models using deep learning and custom datasets to produce domain-specific visuals.

Technologies: Python, Stable Diffusion, PyTorch, Hugging Face, Docker

Text-to-SQL Query Generator

- Built an NLP pipeline to convert natural user queries into optimized SQL queries for database automation.

Technologies: Python, Hugging Face, LangChain, PostgreSQL, Scikit-learn

Scalable E-Commerce Application with Microservices

- Developed a robust e-commerce application using a microservices architecture with RabbitMQ for asynchronous communication, enabling scalable product, cart, payment, and order management features.

Technologies: .NET Framework, RabbitMQ, Microservices, SQL Server, Entity Framework, REST APIs, Docker

TECHNICAL SKILLS

- **Programming Languages:** Python, SQL, Go, JS, JAVA, Object-Oriented Programming
- **AI Frameworks:** TensorFlow, PyTorch, Scikit-Learn, Numpy, Pandas, HuggingFace Transformers
- **Computer Vision:** OpenCV, Mediapipe, YOLOv10/v11
- **Generative AI:** RAG, LangChain, LangGraph, Ollama, LLaMA 3, Mixtral, Qwen, Claude, GPT-4
- **MLOps & Deployment:** Docker, Kubernetes, AWS, GitHub Actions, CI/CD
- **Vector Databases:** FAISS, Pinecone, Chroma, Qdrant
- **Databases:** PostgreSQL, MongoDB, Redis
- **Web/API Development:** FastAPI, Flask, Django, REST APIs, NextJS, ReactJS

LANGUAGES

- **Arabic:** Native
- **English:** Fluent
- **French:** Fluent

DISTINCTIONS & RÉCOMPENSES

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| • 2e place — Game of Code — INSEA | <i>Février 2024</i> |
| • Participant — Hackathon GENAI 2023 — Morocco AI | <i>Décembre 2023</i> |
| • Finaliste — Hackathon GEIW 2023 — ENSETM | <i>Mars 2023</i> |
| • Participant — JNJD — INPT | <i>Mars 2022</i> |