

Mohamed MAAROUFI

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Highly motivated candidate with a multi-discipline background, such as Computer science, Cognitive Robotics (AI), and Computational Neuroscience, awarded by excellent academic credentials including first-class degree and with a wide variety of IT professional experience. I aspire to investigate in order to build the next generation of Intelligent Systems and Applications.

EDUCATION

2019-2020 Master's degree in Computational Neuroscience and Cognitive Robotics

University of Birmingham – Birmingham

Thesis topic: " Development of a VR (**Virtual Reality**) application to examine the influence of reward on motor performance."

Technical environment: **Unity**, C#, AWS (DynamoDB, Cognito), Blender, Jupyter, Anaconda, Python

2016-2019 Bachelor's degree (Hons) in Computer Science (1st class)

University of Wolverhampton - Wolverhampton

Languages: English: Intermediate.
French: Fluent (Native language).

PUBLICATIONS AND PRESENTATIONS

- Holland, P., Maaroufi, M., Abdelkarim, D., & Galea, J. (2021, April). *Using online collection of hand tracking data in Virtual Reality: A proof of concept study with visuomotor adaptation of grip aperture*. Society for the Neural Control of Movement (NCM). April 2021

FIELDS OF EXPERTISE

- Languages**
C# .NET : High Level
Java, C, C++, Python
SQL, PHP, HTML5, JavaScript (Angular, ReactJS, ThreeJS, VueJS, etc.), LUA: Intermediate
- Game Engine :**
Unity (3D, VR applications for Oculus CV1 and Quest)
- Machine Learning Libraries :**
TensorFlow, OpenCV, Keras, Pandas, Matplotlib, NumPy
- Dynamic Neural Field Framework :**
Cosivina, Cedar
- DB management (SQL and NoSQL)**

MySQL, SQL Server, MongoDB, Excel.

- **Big Data Processor Framework**

Hadoop, Spark, MapReduce

- **Cloud based technology**

AWS (DynamoDB, Cognito), Docker, Paperspace

- **Data Science Platform**

Anaconda, MATLAB (2019b)

- **IDE and Tools**

Eclipse, Visual studio, Spyder, Arduino IDE, Jupyter Notebook, TensorBoard, phpMyAdmin, MySQL, Apache Server

PROFESSIONAL EXPERIENCES

Full stack Web Developer - Self-Employed (2008-2016)

Birmingham (UK) / PARIS

- Game Development 2D/3D, PC, Android, IOS, With Unity 3D
- Development of Web Portal
 - VPS Management, implementation, and optimization of Linux, Nginx, Apache, and Varnish architecture.
 - Implementation of a portal/blog/forum-based structure: CMS Drupal 7 and Joomla 2.x, MySQL DB.
 - SEO optimization.
 - Management of interactivity with social networks (Facebook, twitter, Viadeo, LinkedIn, etc.).
 - Development of an online Web store: eurilys.com, with the CMS Thelia,
- Implementation of PayPal payment method, creation of a product catalog.
- Web Wiki Portal using MediaWiki engine: Deployment, Creation of DB MySQL, creation of models in PHP.
- Development of websites, Lada France, Gallerie Bamiyan, Embassy of Uruguay, Gallerie Kara, etc.

Technical environment: NP++, Photoshop, Illustrator, LAMP architecture, cPanel X, phpMyAdmin, MySQL, EasyPHP, WinSCP, Unity 3D, Construct 2, UDK, Linux Virtual Private Server.

Web Developer - FAJAR LTD (2007)

Shanghai (China)

- Realisation of a bilingual English/Chinese online Web store.

Task for KINOTECH:

- Developed an interactive web application. Conversion & Serialization process of Mobile Phone video streaming.

Technical environment: Eclipse, Dreamweaver, Flash MX, Photoshop, phpMyAdmin, MySQL, EasyPHP.

HOBBIES AND INTERESTS

Passionate about video games development as hobby, I research new procedural generation of 3D worlds and Quests algorithms.

Blockchain, Cybersecurity, New technologies (VR/AR) and Sciences (Neuroscience, Physics, Astronomy, Mathematics).

Scuba diving, Underwater fishing. Swimming, Gym, Football.

Cinema (science-fiction, fantasy), Travel (China, Sweden, Denmark, France, Dominican Republic, UK, Morocco, etc.).