



Mariem Zouari

Second-year Data Science
Engineering student

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ABOUT ME

Strong foundation in machine learning, natural language processing, and data analysis, eager to apply theoretical knowledge to practical applications.

CERTIFICATIONS

- Azure Data Scientist Associate
- Azure AI Fundamentals
- Azure Data Fundamentals

EDUCATION

Faculty of Sciences of Tunis, Tunis
Engineering Degree Program | 2022 - Present

Faculty of Sciences of Tunis, Tunis
Preparatory Cycle for Engineering Studies
| 2020 - 2022
Valedictorian

Menzeh Neuf high school, Tunis
Baccalaureate | 2020
Graduated with Highest Honors

SKILLS

- Python, C , C++, Java, R
- SQL, NOSQL, PLSQL
- Tableau, Power BI, Talend Open Studio
- Hadoop, Apache Spark, Data Mining
- HTML, CSS, JS, PHP

LANGUAGES

- Arabic: Native
- English: Fluent
- French: Fluent
- German: Beginner

VOLUNTEER WORK

Leadership Development Certification | AIESEC
Türkiye

PROFESSIONAL EXPERIENCE

Machine Learning Engineer Intern

ST21 | July 2023 - August 2023

Developed a conversational agent for generating user-friendly applications using natural language processing (NLP) techniques.

Data Analyst Intern

GLOBALSHALA | February 2022 - March 2022

Created an interactive dashboard that enabled the team to make informed decisions.

Web Developer Intern

CLICKERP | July 2022 - August 2022

Designed and developed the backend of a web application.

Web Integrator Intern

CLICKERP | July 2021 - August 2021

Developed a website and its responsive mobile version.

ACADEMIC PROJECTS

Medical Chatbot

- Developed a medical chatbot using Python, spacy, TensorFlow, Hugging Face Transformers, and other tools.
- The chatbot can understand patient queries, extract medical information, and provide informative responses.

Sentiment Analysis (Tweets_Emotions)

- Applied the SVM algorithm with different kernels to analyze the sentiments expressed in tweets and classify them by emotion.
- Used Python, scikit-learn, and NLTK tools.

Pacman Game (A Search)*

- Implemented the Pacman game using the A* search algorithm for character navigation.
- Used Python and Pygame tools.