MOHAMED EL MOURABIT

Robotics engineer

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EXPERIENCE

Machine learning Engineer
Expleo

📅 Apr 2023 - Present   📍 Toulouse, France

- As a machine learning engineer at Expleo, I was responsible for on fusing data from various sensors such as radars, lidars, and cameras to achieve accurate detection of surrounding objects.
- I had the opportunity to analyze existing data fusion algorithms and evaluate their performance. I also proposed and implemented new approaches to enhance the accuracy and efficiency of object detection systems.
- I was also involved in training a deep learning model on the nuscenes dataset, specifically for radar data. This involved preprocessing and augmenting the radar data, designing the model architecture, and optimizing the training process to achieve high accuracy in object detection.

Embedded Software Engineer
Continental

📅 Apr 2022 - Feb 2023   📍 Toulouse, France

- Within the team responsible for the classification, consolidation and selection of types of radar objects. I had to design, develop and integrate embedded C/C++ algorithms on Continental's ADAS products, such as embedded algorithms for radar.

Data Scientist
Government of Andorra

📅 Dec 2020 – Apr 2022   📍 Escaldes-Engordany, Andorra

- I have participated in the entire chain of creation of a National register of the territory and a National register of companies.

Intern - Digital image processing
IRT AESE - Saint Exupéry

📅 Mar 2020 – Aug 2020   📍 Toulouse, France

- Development of a digital method for the analysis and registration of topographic images.

EDUCATION

Robotics Engineering in Robotic and Interactive Systems (SRI)
Université Paul Sabatier Toulouse III - UPSSITECH école d'ingénieurs

📅 Sep 2017 – Aug 2020

DUT Electrical engineering technologies / technicians
IUT Paul Sabatier

📅 Sep 2015– Aug 2017

MY LIFE PHILOSOPHY

"No two things have been combined better than knowledge and patience."

SKILLS

Robotics
Trajectory and collisions computing, computer vision, programming on (ROS)

Real time system
Grafcet, Petri net

Interactive Systems
Applications that interact with users, the environment or with other devices.

Unity
Augmented reality applications and a pixel-art video game.

Agile methodologies
Proficient in Agile methodologies and experienced in using Scrum to manage software development projects.

STRENGHTS

Persuasive | Curious | Self-learning
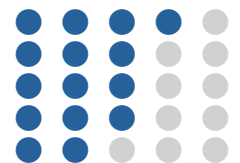
GIT | Unix | UML | Latex | Rovio, ROS

PROGRAMMING

Language	Level
Python	●●●●○
C	●●●●○
C++	●●●○○
C Sharp	●●●○○
Java	●●○○○

LANGUAGES

Language	Level
Spanish	●●●●●
Catalan	●●●●●
French	●●●●●
English	●●●●○
Berber	●●●○○