

FLICI Syrine Mahdia

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Education

Master in Intelligent Computer Systems,
University of Science and Technology Houari-Boumediene, USTHB
09/2021 – 07/2023 | Bab Ezzouar, Algeria
Top 10% of the class - Graduated with honors.

Bachelor's degree in Information Systems and Software Engineering.,
University of Science and Technology Houari-Boumediene, USTHB
09/2019 – 06/2021 | Bab Ezzouar, Algeria
Top 10% of the graduating class - Graduated with highest honors.

Baccalaureate in Mathematics, El Bidjaoui High School
09/2017 – 06/2018 | El Madania, Algeria
Graduated with honors.

Professional Experience

Engineer AI and Development
09/2023 – present | Hydra, Algeria
• Conception and realisation of an ETP server

AI Engineer, Intern
02/2023 – present
Automatic analysis and understanding of documents for a classification problem, at DataGenius.

Software developer, Intern
07/2022 – 07/2022 | Kouba, Algeries, Algeria
Designing and developing an Android application for interactive books using Vuforia under Unity at Digi Roots XR.

Software developer, Intern
03/2021 – 06/2021 | Bach Jerrah, Algries, Algeria
Design and implementation of an Android application at the National Technical Control Organization for Public Works (CTTP).

Skills

Data science
- Data Analysis & Visualization (NumPy, Pandas, Matplotlib)
- Machine Learning and Deep Learning (Sklearn, Pytorch, Tensorflow)

Android application
React Native, Javascript, NodeJS

Desktop application
PyQt5, PySide2, JavaFX, Java swing

Web application
Gradio, StreamLit, React Native, Flask, NodeJS, HTML, CSS

Data base
SQL, MySql, SQLite, SQL3, MongoDB

Conception and Modeling
UML, Merise

Programming languages
Python, JavaScript, NodeJS, Java, C/C++

Languages

Arabic • English • French

Interests

Photography • Reading • Sport

Projects

Document Understanding

02/2023 – 07/2023
A research project focused on document understanding for a classification problem.

Search engine

12/2022 – 01/2023
Creation and implementation of a search engine with various models (vectorial, boolean, probabilistic, and datamining) for the CISI test environment.

Breakout game

11/2022 – 12/2022
Creation and implementation of a breakout game using pixels from an image.

Datamining application

10/2022 – 12/2022
Implemented a graphical user interface (GUI) that aids in the visualization, analysis, and processing of data, with the ability to perform classification or clustering using various data mining models built from scratch (e.g., decision trees, random forest, KNN, K-means, Agnes, Diana, DBscan, Bayes).

Choose a filter

10/2022 – 11/2022
Designing and implementing a graphical user interface for selecting image filters to be applied as a preprocessing step for optical character recognition (OCR).

Email classifier

05/2022 – 05/2022
Implementation of an email classifier (spam or non-spam) with multiple models such as KNN, RNN, Naïve Bayes, SVM, and Logistic Regression using Python libraries.

Puzzle solver

02/2022 – 05/2022
Implemented a desktop application using Java Swing platform to solve the 4x4 sliding puzzle with various algorithms, including heuristics, genetic algorithm, particle swarm optimization algorithm, and more.

Inventory of works of art

03/2021 – 06/2021
Designing and implementing an Android application using React Native for inventory management of engineering structures, especially bridges, at the national technical control organization for public works (CTTP) as part of my final year project for my Bachelor's degree.

Smile, Aiding associations

10/2020 – 12/2020
Design and implementation of a desktop application with JAVA (JavaFX platform) to assist charity organizations in managing donations during the COVID-19 pandemic.

Medical office

03/2020 – 06/2020
Design and implementation of a desktop application using JAVA (JavaFX platform) for a medical office, intended for use by both the physician and the secretary.