BENZEGHIBA MOHAMED TAYEB

• Developer •

ABOUT ME

A young honest, hardworking upcoming developer, interested in mobile/desktop development and artificial intelligence applications.

ACADEMIC BACKGROUND

2021 - 2022 • Master 1 in Intelligent computer systems at University Of Science And Technology Houari Boumediene.

2017 - 2021 • Academic Computer Science License at University Of Science And Technology Houari Boumediene.

PROJECTS

ASL Game

A serious mobile game meant to help deaf children learn sign language, using AI to check if the sign made by the child is correct or not.
• Kotlin
• OpenCV
• scikit-learn+ python

Offline Chess Game

An offline chess game with 2 player mode or a 1 player mode with a chess AI as your opponent.
• Python.
• Minmax & Alphabeta puning algorithms.

Stickman

A simple platformer game made using C.
• C.

COMPÉTENCES

Python	scikit-learn
Java	Tensorflow
Kotlin	OpenCV
C	Pandas
JavaScript	Git
HTML/CSS	Linux

06 76 58 37 16 • tayebbenzeghiba@gmail.com • https://tayebbenz.github.io/Portfolio/