Yahya BELLMIR

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PortfolioWebsite: yasouimo.github.io/Portfolio/

AI and Data Science student with a strong interest in Machine Learning and Computer Vision. Passionate about solving complex problems with data-driven solutions and building scalable applications.

EDUCATION

Ecole National des Arts et Metiers : | Sep 2024 - Present
Engineering degree : *"Industrial Engineering **Artificial Intelligence** and **Data Science"*** | Meknes, Morocco
Ecole National des Arts et Metiers : | Aug 2023
Integrated Preparatory Year | Meknes, Morocco

EXPERIENCE

Internship, RADEM Meknes *Web Development* | On-site (Meknes, Morocco) — Aug 2024 - Sep 2024
- Developed a web application with Spring Boot to streamline supervisor management across RADEM agencies.
- Implemented features for tracking, reporting, and administration of supervisor activities.
- Designed a scalable, secure, and maintainable backend, while ensuring a responsive UI with HTML, CSS, and JavaScript.

BCG Data Science Job Simulation (Forage) — Feb 2025 - Mar 2025
- Completed a customer churn analysis for XYZ Analytics, leveraging advanced data analytics techniques.
- Performed data processing and visualization using Python (Pandas, NumPy, Matplotlib).
- Built and optimized a Random Forest model, achieving 85% accuracy in churn prediction.
- Presented actionable insights in an executive summary to support decision-making.

PROJECTS

Parking Space Recognition System | AI & Data Science — Oct 2024 - Jan 2025
- Developed a computer vision system to detect empty and occupied parking spots.
- Implemented SVM and YOLOv8 models for high-accuracy detection.
- Worked on data preprocessing, model training, and performance optimization.

Football Game Analysis | Computer Vision & AI — Dec 2024 - Feb 2025
- Built an AI-powered system to analyze football games through video processing.
- Used YOLO-based object detection for tracking players and the ball.
- Designed algorithms to assign teams based on jersey colors and determine ball possession.
- Generated annotated videos highlighting player movements and team interactions.

Multi-Agent System for Mapping | Robotics & AI — Feb 2025 - Present
- Developing a cooperative multi-agent system using e-Puck robots in Webots.
- Designing an autonomous framework for real-time mapping and surveillance.
- Integrating computer vision and reinforcement learning to optimize agent collaboration.
- Aiming to enhance mapping accuracy, efficiency, and coverage over single-agent approaches.

Certificates

Huawei Certification: Artificial Intelligence Technology and Applications	2024
Microsoft:Career Essentials in Generative AI by Microsoft and LinkedIn	2025
Udemy: Mastering the Seven Essential Quality Improvement Tools	2025
Linkedin: Project Management Foundations	2025
Agile Enterprise Coach: Agile Fundamentals Certification	2025

SKILLS

Languages	Python, C, C#,C++, Java, LaTeX, Java Script, HTML, CSS
Software	Linux, Tensorflow, Pytorch, Docker, OpenCV
Academic	Machine learning, Deep learning , Industry 4.0, Prompt Engineering, Lab Factory, Data science , Data Analytics, Lean Six Sigma.
Soft Skills	Time Management, Problem-solving, Documentation, Engaging Presentation, Leadership, On-site coordination, Teamwork, Adaptability.
Frameworks	RAG, ReadTheDocs, Documentation, Hugging Face, Langchain, Ollama.
Office software	Excel,Word,LaTeX,PPT

Languages

– **English**: fluent   – **French**: fluent   – **Arabic**: Native