

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 :

Engineering degree : "*Industrial Engineering Artificial Intelligence and Data Science*"

Sep 2024 - July 2026

Meknes, Morocco

Ecole National des Arts et Metiers :

Integrated Preparatory Year

Aug 2023

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.

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

Agile Enterprise Coach: Agile Fundamentals Certification

2025

DataScientist.fr: Introduction to Docker

2025

DataCamp: Associate Data Scientist

2025

ExpertEase Education: Power BI Fundamentals A to Z

2025

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 detection for player tracking and developed team assignment algorithms.
- Generated annotated videos showing player movements and game statistics.

Video Game Sales Analytics | Data Visualization & BI

Mar 2025 - May 2025

- Created interactive Power BI dashboards to visualize video game sales and critic scores.
- Analyzed regional sales performance across platforms (NA, PAL, Japan) and console types.
- Generated insights on top-performing titles and genre distribution by platform.

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 for optimized agent collaboration.

SKILLS

Languages	Python, C, C#, C++, Java, LaTeX, Java Script, HTML, CSS
Software	Linux, Tensorflow, Pytorch, Docker, OpenCV, Spring Boot, Git, PowerBI
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