

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

Linkedin: Project Management Foundations

2025

Agile Enterprise Coach: Agile Fundamentals Certification

2025

DataScientist.fr: Introduction to Docker

2025

DataCamp: Associate Data Scientist

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 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.

SKILLS

Languages

Python, C, C#, C++, Java, LaTeX, Java Script, HTML, CSS

Software

Linux, Tensorflow, Pytorch, Docker, OpenCV, Spring Boot, Git

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