



LASSIOUED Badis

objective: I am seeking a 5-month internship starting in April, focusing on artificial intelligence development.

PROFILE

I am a second-year student at Centrale Nantes, equipped with a solid technical foundation and enhanced interpersonal skills developed through volunteering in various events. Passionate about computer science and mathematics, I aim to deepen my expertise in these areas. My long-term goal is to establish my own company and drive innovation in technology.

CONTACT

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- in @badis lassioued
- github <https://github.com/beloof>

SKILLS

python / C++ / C# / java / matlab /
R / tensorflow / pytorch / AI / Unity
/ neo4j / cypher / Blender /
gamedev / arduino

LANGUES

arabic	english
maternal language	excellent
french	spanish
intermediate	beginner
german	
beginner	

INTERESTS

- Sports: Enthusiast in strength training and fitness.
- Arts: narrative and graphic arts, including storytelling and design.

EDUCATION

- Centrale Nantes, 2023 - 2026
engineering school-info IA:
advanced algorithms, statistical learning, deep learning, advanced Python programming
- CPGE school IPEST-marsa-tunis-tunisia 2021 - 2023
admissible X/ens and admitted at centrale/mines mp*: math - physics - information systems - OOP python
- Lycée Pilote Bourguiba-tunis 2017 - 2021
Mathematics Baccalaureate

VOLUNTEERING

- ora: Ouest Radio Assistance
 - Supervised events such as concerts and sports matches, ensuring smooth operations.
 - Managed pedestrian and vehicle flows to maintain orderly and secure environments.
- Examples :**
Velotour
Les Foulées du tram
Les Foulées du tram
évènement de Roller Brass Band

EXPERIENCE

- internship
 - Internship at Tunisie Telecom: Practical experience in telecommunications technologies.
- robotics competition
 - Participated in Tunirobots, developing a line-following and obstacle-avoiding robot.
- First-Year Project
 - Collaborated with five students to explore recycling medical titanium for nautical use.
- Personal Projects
 - Developed AI systems focused on creating interactive and immersive experiences, with an emphasis on autonomous behavior improvement,i started publishing these projects on GitHub for public consultation.
 - Acquired skills in creating 2D/3D models, designing video game demos, and structuring projects