Fayez Zouari

2ND YEAR AUTOMATIC AND INDUSTRIAL COMPUTING ENGINEERING

Student at INSAT finishing my second year in the automatic and industrial computing engineering actively seeking an internship opportunities in the fields of AI and Machine Learning. With a solid foundation in programming languages, I am eager to innovate and contribute to AI related projects

CONTACT

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EDUCATION

2022-Present
National Institue of Applied Science and Technology - INSAT
Pre-engineering Student

SKILLS | EXTRAS

- TensorFlow
- OpenCV
- Raspberry Pi 4
- Django
- RestAPI
- Flutter
- SQL
- Firebase

LANGUAGES

- English
- Arabic
- Frensh

OTHER INTERESTS

- Robotics
- Filmmaking
- Web Development

WORK EXPERIENCE

Machine Learning Developement
Edutech Solutions, Aug 2023
I worked by myself on a project that consists of image processing using ESP Cam and OCR connected to local server and stocking data on Firebase so the flutter application displays the stocked data.

IOT Developement
Edutech Solutions, May 2023
My part in this project was to assure the connection and data transfer between the electical components and a local server to stock them in a database and display data progression.

Community Management Platform
Edutech Solutions, September 2023
My part in this project was to build a reliable backend using NestJS and MySql for a website that consists of a calendar that arranges meetings using CRUD basics storing the informations in a MySql database.

Judges management
I-FEST2024, March 2024
I build a solo project that consists of a website that organises the project participating in the science fair called I-FEST2024, assigning each judge to a certain number of projects based on their work fields, using Django Rest Framework and cloundflare.

PERSONAL PROJECTS

Finger counter using Mediapipe
Using MediaPipe's hand tracking and finger detection models, developers can quickly create applications that accurately count fingers in real-time video streams or recordings, facilitating intuitive interaction and educational experiences.

Robot for our participation at Eurobot 2024 in France
My responsibility was ensuring seamless communication between various components such as motors, mechanical parts, cameras, and sensors. I focused on establishing robust data transfer mechanisms to enable smooth robot navigation. This involved implementing computer vision techniques, using the Robot Operating System (ROS), and integrating multiple communication protocols to facilitate efficient interaction among the robot's parts.

Code Executor Agent
Using Crew AI libraries, I worked on an agent that can execute the code provided on a streamlit platform and display the output.

Second Place winner at AINS Hackathon: MLGUIDE (Multi Agent system)
ML GUIDE is designed to guide users through the process of defining, assessing, and solving machine learning problems. It leverages a team of AI agents, each with a specific role, to clarify the problem, evaluate the data, recommend suitable models, and generate starter Python code.

ROBOCUP ENSI 2023
Using OpenCV, the robot autonomously counts black bars by analyzing camera images, enhancing its navigation and task execution in the competition and winning first prize scoring maximum points possible.