

Education

National School of Computer Science**September 2020 – June 2023**

Computer Science Engineering Degree; Operations Research and AI field

Manouba, Tunisia

Awarded graduation prize for achieving 1st place

Preparatory Institute for Engineering Studies of Bizerte**September 2018 – June 2020**

Preparatory Diploma in Math and Physics; Linear Algebra - Advanced Calculus - Physics

Bizerte, Tunisia

Ranked top 15% at the National Exam

Experience

Cognira**July 2023 – Present***Software Engineer: Scala - Akka - Spark - Python - Cassandra - Postgres**Tunis, Tunisia*

- Led the transition to a microservice-based model inference, optimizing resource utilization improving latency by 30%.
- Benchmarked and analyzed the forecast engine, achieved three times more increase in load sustain.
- Built a full-stack internal app to extensively profile a remote service with negligible overhead.
- Built a configurable schema and data validator performing custom multi-column and multi-file checks.
- Significantly enhanced the event notification workflow, decreased their latency to sub-milliseconds for real-time notifications.
- Took the initiative in building a command-line interface that also serves as an internal dev tool, assisting the team in validating, debugging and working on new features efficiently.

Cognira**February 2023 – June 2023***End of Studies Intern: Scala - Akka - Cassandra - Redis - Python**Tunis, Tunisia*

- Benchmarked different caching strategies, measuring server throughput, time to first byte, latency, cache hit & miss rates, database read and write response times.
- Developed and implemented the testing app and various caching strategies, resulting into 18 different configurations.
- Simulated user behaviors for different kind of workloads.
- Automatic report generation and ranking justified with figures of harvested metrics during simulation.

Cognira**June 2022 – August 2022***Backend Team Intern: Scala - Spark - Akka Http - Html - Canvas**Tunis, Tunisia*

- Leveraged spark lazy transformations to develop an efficient and generic hierarchy data generator.
- Accelerated the dev team implementation and testing phases by providing a web interface to easily input and validate a hierarchy configuration with the ability to download generated data.

Projects

Freelancing Platform**Sep 2024 – Ongoing**<https://github.com/kariyum/work-bridge>*Rust - Sveltekit - Postgresql - Docker - Nginx - Sqlx*

- Studied functional requirements and designed data model of the system.
- Integrated a real-time in-app push events.
- Extracting context from job description for semantic searches.
- Setup github actions to build and deploy to a virtual private server on the cloud.

Expenses Tracker App**June 2023 – Sep 2023**<https://github.com/kariyum/wallet>*Flutter*

- Started an open source project and implemented key features such as ability to add a new expense or income, tag an "item", view current balance, aggregate expenses by item and by month for a more statistical view, compute average daily and monthly expenses.
- Integrated firestore database to backup user's data at will.
- Added CI github workflow to build artifacts.

Single Machine Scheduling Problem

Dec 2022 – Jan 2023

https://github.com/kariyum/single_machine_scheduling_problem

Python

- Implemented brute-force deterministic approach for small number of jobs. Branch&Bound approach using EDD (earliest due date) with one problem constraint relaxed (EDD with job preemption as a heuristic function to limit the search space), comparing these approaches with meta-heuristic Ant Colony Optimization and Genetic Algorithm.

AI drone pilot

Dec 2022 – Jan 2023

https://github.com/kariyum/neural_drone

Python - Pygame - Genetic Algorithm - Neural Networks

- Implemented a bare bone neural network optimized by a genetic algorithm.
- Implemented the simulation environment (the physics of the drone, rotation, movements, animations and collision) where the neural network was trained to manoeuvre the drone and hold still.
- Analysed different methods of the evolution (crossover, mutation...) and plotted the error variation of the average population.

Ant Colony Optimization simulation

Mai 2022 – June 2022

https://github.com/kariyum/ant_colony_optimization

Javascript - Html

- Implemented ant colony optimization meta-heuristic approach solving particularly the Travel Salesman problem.
- Added key features for the user to extract meaningful results, ability to tune parameters and observe changes in real-time.
- Leveraged the canvas html element to draw algorithm's steps in real-time. Highlighting pheromone trails, best path found yet, current and best found score.

Achievements

- Took role within the Google Developer Groups of Manouba where I helped organizing various events (Women Techmakers - Google DevFest...) and exposing newcomers to the state of the art of Google technologies specifically.
- Google machine learning course: Linear Regression - Image Classification.
- Google cloud badge: Create and manage cloud resources (Virtual machines, Docker, Kubernetes, Nginx).
- Completed Introduction to TensorFlow for Artificial Intelligence, Machine Learning and Deep learning on Coursera. DeepLearning.AI - Year 2021

Skills

Developer Tools: Docker - Kubernetes - Git

Areas of Expertise: Software Architecture And Development - Data Structures - System Design - Networking

Languages & Technologies: Scala - Python - Rust - Svelte - Bash - Awk - Typescript - Spark - DuckDB - Polars - Prometheus - Grafana