



MOHAMED AMINE LAYACHI

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RESEARCH INTERESTS

Machine Learning, Natural Language Processing, Computer Vision

EDUCATION

	Master of Science in Artificial Intelligence & Virtual Reality	
PERIOD	September 2022 — Ongoing	
UNIVERSITY	Ibn Tofail University	Kenitra, Morocco
	Bachelor's Degree in Mathematics and Computer Science	
PERIOD	September 2019 — June 2022	
UNIVERSITY	Ibn Tofail University	Kenitra, Morocco

RESEARCH EXPERIENCE

	Research Intern	
SUPERVISED BY	Khaoula Boukir - PhD	
PERIOD	July 2023 — Ongoing	
	It's a research project in progress, in which we aim to design and implement ML algorithms and techniques that will be used for an AI-based deductive verification system.	

CLASS / PERSONAL PROJECTS

PROJECT	SMISP	October 2023 - Ongoing
	Worked in a team of three to design and develop a Machine Learning Architecture that measures the influence of social media on stock prices.	
PROJECT	Theia	September 2023 - Ongoing
	Theia is an API that I'm currently developing to facilitate the web scraping of textual data from sources such as video and audio. Consequently, (Large) Language Models will have more data to work with.	

PROJECT **Trippler** March 2023 - June 2023

Worked in a team of seven to design, prototype, and present an application that uses AI to manage traffic in dense cities.

PROJECT **MIMIR: A Speaker Recognition Model** April 2023 - June 2023

Worked in a team of three to develop a speaker recognition model that predicts the speaker's identity.

A bigger version of the project that involves Computer Vision and Natural Language Processing is currently in development.

LEADERSHIP

PRAGNOMOS
POSITION **Co-founder, Vice President**
PERIOD **November 2022 — Ongoing**

PRAGNOMOS is a club dedicated to organizing AI-related events to help the general public know more about AI.

I established the structure and the vision for the club, which will make it scale well in the future.

SKILLS / HOBBIES

Theory	Machine Learning, Computer Vision, Formal Verification NLP, Graph Theory
Programming Languages	Python, C/C++, C-Sharp, Java
Tools	PyTorch, TensorFlow, Git, AWS, OpenCV, OpenMP
Game Development	Unity, Unreal Engine, OpenGL, SDL
GUI Programming	DearImgui, PyGui, Tkinter, Adobe Tools, Figma
Music	Guitarist, Producer
Languages	Arabic, English, French