Bilal AKLIAI

Seeking a Python Developer position – Available from August 2025

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in *Bilal Akliai* ⌂ *r00tmee* 🌐 *Portfolio*

Soon-to-be engineering graduate with a strong focus on Python development, especially for building robust and user-oriented tools. My academic path and hands-on experience in complex environments have strengthened both my technical and problem-solving skills.

Education

2024–2025 — **Master's in Cybersecurity (CySec)**, Université Grenoble Alpes. ↗(15.17/20)
- Selective double degree, taught in English: cryptography, system and software security, hardware attacks, and network auditing.
- Practical projects: industrial EBIOS RM audit simulation, implementation of ECC-based protocols in Python, fault injection and side-channel analysis.

2022–2025 — **Engineering degree**, **ENSIMAG**, major in **Information Systems Engineering**.
- Solid foundations in computer science, with emphasis on programming, systems and networks.
- Key projects: PyQt6 graphical apps, full-stack web platform (Next.js/PostgreSQL), Java compiler, Java/JDBC apps.
- International experience: research internship in Japan (University of Tsukuba).

2019–2022 — **Preparatory classes MPSI/MP***, Lycée Masséna, Nice.
- Intensive training in mathematics, physics, and computer science.
- Rigor and strong problem-solving abilities.

Professional Experience

February – July 2025 — **Cybersecurity Intern**, **EDF Marseille**, DIPDE (Nuclear Engineering Division).
- Virtualized industrial workstations (Kalhix by Schneider) with QEMU while preserving license validity.
- Hardened isolated Windows environments through local GPOs, registry settings, etc.
- Authored internal documentation for virtualization and secure deployment.

May – August 2024 — **Research Intern**, Knowledge & Data Engineering, University of Tsukuba, **Japan**.
- Built a Python library for fast k-NN search over large datasets, using a C++ backend with HNSW indexing and Tanimoto distance.
- Achieved efficient top-10 nearest neighbor queries among 100M+ molecules in just a few minutes.

Projects

Tripzee.fr — Smart travel planner leveraging AI to create complete multi-day itineraries with tailored hotel suggestions, visit timings, and budget adaptation. Built with React, TailwindCSS, and Firebase ↗ tripzee.fr.

Pixel Art Editor — PyQt6-based desktop application to create pixel art. Features include zoom/pan, PNG export, dynamic canvas, and keyboard/mouse controls.

2048 Game — A responsive 2048 clone built with Python (PyQt6). Emphasis on clean UI and game logic.

3D Scene — 3D graphics project using Python and OpenGL to design a western-themed interactive environment.

Skills

Languages	Python, C++, Java, JavaScript/TypeScript, HTML/CSS, SQL
GUI	PyQt6, PySide6, Tkinter
Libraries	NumPy, pandas, matplotlib, scikit-learn, requests
Tools	Git, Docker, Jupyter, VSCode
Databases	PostgreSQL, MySQL, SQLite

Languages & Interests

Languages	French (native), English (TOEIC 895/990), Spanish (B1)
Interests	UI/UX design, football