Mahdi Zarour

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EXPERIENCE

Beam Me Up Inc.

Student Researcher

Montréal, ON
Sept/2021 - Dec/2022

- Implemented a python library to process raw Eye Tracking data by applying the latest feature extraction algorithms to data captured from consumer grade VR devices.
- Developed a virtual environment in Unity using C# language and successfully conducted experiments on 31 individuals at BMU labs.
- Developed a state-of-the-art distraction detection system in terms of accuracy (84%, best among those present in the literature) by combining features from EEG and Eye Tracking and applying a machine learning classification algorithm (SVM).
- Developed the first (in the literature) numerical indicator of the levels of distraction by combining linear dimensionality reduction techniques (Linear Discriminant Analysis) and interpolation.

Université de Montréal Montréal, ON Teaching Assistant Jan/2021 - July/2021

- Teached the undergraduate class IFT1015 Introduction to programming during winter 2021.
- Teached the undergraduate class IFT2255 Software Engineering during summer 2021.
- Held weekly lab sessions, graded students homeworks, and introduced weekly office hours (not done prior) to make communication with students faster and more effective.
- Held reviewing sessions before quizzes, midterms, and exams to help students fill their gaps.

EDUCATION

Université de MontréalMontréal, ONMaster of Science, Computer Science2020-2023

- Coursework: Fundamentals of Machine Learning · Probabilistic Graphical Models · Representation Learning · Theory of Deep Learning.
- **GPA**: 3.7/4.3.
- Scholarships: International Students Scholarship of value \$27,000 CAD.

Université Oran1 Ahmed Ben Bella (IGMO) Licence, Computer Science

Oran, Algeria

2015-2019

• Top 5% of the program in GPA.

PUBLICATIONS

• Zarour, M., Ben Abdessalem, H., Frasson, C. (2023). **Distraction Detection and Monitoring Using Eye Tracking in Virtual Reality.** In: Frasson, C., Mylonas, P., Troussas, C. (eds) Augmented Intelligence and Intelligent Tutoring Systems. ITS 2023. Lecture Notes in Computer Science, vol 13891. Springer, Cham. https://doi.org/10.1007/978-3-031-32883-1 44

PERSONAL PROJECTS AND SKILLS

- Proficient in recent Machine Learning algorithms by implementing from scratch SVM, Logistic Regression, Naive Bayes, and Decision Trees using only Numpy.
- Proficient in recent Deep Learning architectures by implementing from scratch MLP, CNN, RNN, and LSTM using only Numpy.
- Proficient in Pytorch library after implementing in Pytorch DL architectures including CNN, Transformers, Vision Transformers (ViT), Variational Autoencoders (VAE), and Generative Adversarial Networks (GAN).
- Familiar with Large Language Models (LLM) by implementing a Q&A chat bot with ChatGPT and Embeddings to answer questions using knowledge from external sources including PDF documents.

REWARDS AND ACHIEVEMENTS

• First place in CodeML2022 hackathon challenge 6 using a Resnet50 CNN.