Hello 👋, I'm **Waris Radji**
Computer Science Student & Freelancer

Age	21 years
Location	France, Paris/Bordeaux
Phone	+33 6 52 81 11 65
E-mail	contact@warisradji.com
Website	https://warisradji.com
Interests	Street Lifting, Competitive Programming, Biology

https://github.com/riiswa
https://www.instagram.com/riiswa
https://www.linkedin.com/in/warisr
https://warisradji.com

Versatile Developer fascinated by AI and procedural generation. I mainly worked in Scala, but I can adapt to other languages while paying a lot of care to software design and performance. I have proven myself through my jobs and my open-source contributions and I am ready to take on new challenges.

💼 WORK EXPERIENCE

Jul 2021 – Aug 2021
Centre Hospitalier Universitaire de Bordeaux
DATA ANALYST • Freelance

Prediction of drowning risk from daily Meteo France meteorological data and development of an associated dashboard and an alert system.

Oct 2020 – Apr 2021
Wellputt USA
LEAD KOTLIN DEVELOPER • Freelance

Development of an Android application to supervise golfers and decision making regarding the technical aspects of the project within the team.

Apr 2020 – Aug 2020
CNRS - Laboratoire d'Océanographie et du Climat
FULL-STACK DATA DEVELOPER • Internship

Development of new functionalities for L-SAT, a web platform for collaborative analysis and exploration of satellite data. Minor changes to existing data analysis codes.

Jul 2019 – Aug 2019
CNRS - Northern Paris Computer Science Lab
SCALA DATA DEVELOPER • Associate

Implementation of a bio-inspired and clustering algorithm (Ant-Tree) in Scala to integrate it into the Clustering4Ever library. Use of data visualization libraries and Apache Spark to write ML notebooks.

🎓 EDUCATION

2020 – 2023
Engineer's degree in Computer Science - PhD track
ENSEIRB-MATMECA – Bordeaux Graduate School in Electronics, Computer Science, Telecommunications, Mathematics and Mechanics

Master the necessary fundamental, theoretical and practical aspects of the main fields of computer sciences in order to develop. I joined the PhD track, which prepares engineering students for scientific research and its applications, encourages R&D vocations and facilitates the understanding of doctoral studies, through seminars, round tables, visits, projects, specific modules, etc.

`Probability` `Data Mining` `Formal Methods` `Automata Theory` `Compiler Theory` `Distributed Computing` `Functional Programming` `Numerical Methods` `System Programming`

2018 – 2020
Technical college degree in Computer Science
Université Sorbonne Paris Nord (DUT Informatique)

Multidisciplinary training that trains assistant engineers and project managers in management and industrial computing. Operational in software and hardware development, we have participated in the design, realization and implementation of computer systems.

`OOP` `Database` `HCI` `Web Programming` `Agile Methodology` `Linear Algebra` `Graph theory` `Algorithms` `Analysis` `Differential Equation` `Operational Research` `Computer Network`

2015 – 2018
High school diploma in Science & Mathematics
Lycée Camille-Saint-Saëns (Baccalauréat Scientifique)

Development of a real scientific culture based on knowledge and an experimental approach to science.

🔗 ACHIEVEMENTS & PROJECTS

2021
Eirb'IA
CO-FOUNDER (with Hector Piteau)

Creation and management of the Artificial Intelligence Club of ENSEIRB-MATMECA through workshops, conferences, debates, competitions and paper popularization.

2021
Hackathon DefInSpace
LEAD TECH

24 hours to imagine solutions for space defense. My solution consisted in the implementation of a robust satellite network based on the Blockchain to ensure a reliable exchange of information.

2020-2021
Pokémon Workshop
LEAD BACK-END DEVELOPER

Creation of Pokemon Studio, a tool developed in React to create its Pokemon game project more simply. The goal is to replace Ruby Host, the Database editor, and to allow more relevance by leaving RPG Maker XP.

2020
Scala Retro
CONTRIBUTOR

Development of a sbt plugin for Scala Retro, a package that allows to generate UML Class Diagrams from Scala source code.

2020
Clustering4Ever
CONTRIBUTOR

Implement various ML algorithms into Clustering4Ever, a Big Data Clustering Library gathering clustering, unsupervised algorithms, and quality indices, written in Scala and Spark.

2019
Hackathon Blockchain Margo X UNICEF
BLOCKCHAIN DEVELOPER

Develop in 48 hours a solution to record the key stages of the child's life on the Blockchain. I developed part of the Node.js back-end and wrote Solidity smart contracts to deploy them on the Ethereum Blockchain.

2018
Ant Colony Simulator
MAIN DEVELOPER

Open source project about the simulation of an intelligent ant colony looking for the shortest path to a food source.

📖 SKILLS & KNOWLEDGE

- **Scala**: Dotty, Scalameta, Cats, ZIO, Scalaz, Shapeless
- **Programming**: Python, Java, JS/TS, Kotlin, C, MATLAB, Bash, C++, C#, R
- **Data/Cloud Engineering**: Apache Spark, Akka, Apache Kafka, Google Cloud Platform, Apache Lucene
- **Data Science & ML**: Scikit-Learn, Spark MLLIB, Clustering4Ever, Smile, (No)SQL, NLTK
- **Data Visualization**: D3.js, Plotly, ChartJS, Processing, Matplotlib, ggplot
- **Web Framework**: Play!, Flask, Django, Angular
- **Language**: French ★★★★★, English ★★★, Spanish & Chinese ★