

Yacine Betouche

Artificial Intelligence Engineer

SUMMARY

Highly motivated **AI Developer** with a strong foundation in various programming languages and technologies. Currently a 2nd-year Engineering student at USTHB. Demonstrated expertise in AI-driven applications, machine learning models, and computer vision solutions. Proficient in **Python, Java, C#, and C++**, with hands-on experience using **TensorFlow, Keras, and OpenCV**. Skilled in deep learning architectures (**GANs, CNNs, ResNet, U-Net**) and **reinforcement learning (policy gradient)**. Experienced in image processing, computer vision, and building innovative image editing applications. Strong analytical skills and attention to detail, with a proven ability to deliver solutions under tight deadlines. Committed to continuous learning and leveraging AI to solve real-world problems.

EDUCATION

University of Science and Technology – Houari Boumediene, BAB EZZOUAR – ALGERIA — science and technology studies

September 2022 - Present

PROJECTS

Open Dino — AI Based Video Game

An innovative AI-driven game, Open Dino, which allows players to control their character through hand gestures (open/close). The gameplay is inspired by the classic browser-based Dino game, offering an engaging and interactive user experience.

ImageColorizer — Two Different Image Colorization Models Using GAN & CNN

Developed an image colorization model using GANs and CNNs to convert grayscale images to color. Achieved impressive results and evaluated performance using PSNR.

RenderMe — C++ 3D/2D OpenGL Rendering Library

RenderMe is an open-source 3D/2D rendering library, made with C++ using OpenGL API, I built this to use it on my Qt Applications and some future game projects

PhysicsEngine — Java / OpenGL Game Engine

Developed a Java-based game engine with OpenGL in just three months, showcasing professional expertise in software development and game engine architecture.

VidFast++ — C++ Video Editing Application

VidFast++ is a C++ console-based video editor that supports cutting, merging, and applying effects, offering a fast and efficient, GUI-free solution.

SKILLS

- **Programming Languages:** Java, C#, C, C++, Python, Javascript, TypeScript, Matlab

- **Frameworks /Libraries:**

Tensorflow, Keras, Pandas, Numpy, React, Node.js, Mediapipe, OpenCV, Java Swing, OpenGL, Qt

- **Tools And Technologies:** Unity, Qt Designer, Jupyter Notebook, Esp32, Arduino, REST API, Docker

- **Version Control:** Git/GitHub

- **IDEs and Code Editors:** Visual Studio, VSCode, IntelliJ, Sublime Text

- **Data Bases:** MongoDB

- **Mathematics:** Strong problem-solving and analytical skills

- **Physics:** Solid understanding of physics principles and their application in software development

- **Soft Skills:** Strong Attention to detail, highly, Organization and Time Management

CONTACT

yacinebetouchepro@gmail.com

Github - goneyacine

Upwork - Yacine B

LANGUAGES

Arabic - English

