



AHMED MOUSSAOUI

Full-Stack Developer | Available October 2023



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EXPERIENCE

April →
October 2023
current

Research and Innovation Intern

SEGULA Technologies

- Real world simulation with Ros/Gazebo.
- Processing stereophotogrametric results in OpenCV.
- Texture Map generation.
- Mesh optimization.

ROS / Gazebo / OpenGL / C++ / Python / OpenCV

June →
August 2022

Full-Stack Developer

Goubba

- Auditing Web/Mobile applications and other Microservices.
- Development of several Back-End and Full-Stack web projects.
- Development of a web-based gift card payment solution for partners's POS.
- Writing of technical documentation and specifications in English.
- Project coordination with overseas teams.

PHP / JS / MySQL / Laravel / Vue / Docker / DigitalOcean

February →
July 2021

Research Intern

RIIMA Lab - USTHB

- Bibliographic research.
- RGB-D Image Processing with Detectron2 and OpenCV.
- Model Training for Segmentation and Scene Description tasks.
- Generated a detailed textual description of all objects in an interior scene.

PyTorch / Collab / OpenCV / Detectron2 / Python

February →
July 2019

Development Intern

LRIA Lab - USTHB

- Software design.
- Wireframing and Interface Design.
- Development of a document sharing web application.

AdonisJS / JavaScript / NodeJS / Vue / REST / Agile

EDUCATION

2022 → 2023
current

Master's degree in Image and Artificial Intelligence

University of Burgundy - Dijon

Image synthesis and processing, 3D Programming, Geometric Modeling, Animation.

2019 → 2021

Master's degree in Computer Vision

USTHB - Algiers

Machine Learning, Data Science, Android Mobile Development, Game Dev and VR.

2016 → 2019

Bachelor's degree in Software Engineering

USTHB - Algiers

Software Engineering, Algorithms, Databases, Networks, Object Oriented Programming.

PROJECTS

September 2022
→ March 2023

Mesh Deformation Interface using 3D Barycentric Coordinates

MASTER's Tutored Project

Development of a GUI for displaying 3D models and calculating their barycentric coordinates. The GUI reflects the deformation of the model when manipulating control points

C++ / CGAL / ImGui / OpenGL / assimp

SKILLS

C/C++ | JavaScript | Python | Git
Unity | MatLab | PyTorch | OpenCV
OpenGL | TensorFlow | Pandas
Matplotlib | D3.JS | Linux
TypeScript | Webpack | GraphQL
PostgreSQL

LANGUAGES

English - TOEIC C2 978/999

French - TCF C2 679/699

Arabic - native

HOBBIES



Hiking

Reading

Climbing



Gaming

Biking

Urbex