YANISSE FERHAOUI

Junior Software Engineer

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About Me

Junior software engineer specialized in C++ and Python, with a strong focus on GPU computing, image processing, and computer vision. Experienced in building high-performance rendering pipelines and deep learning systems. Currently seeking a first position in software development or R&D, ideally involving graphics, geometry, or visual AI.

Skills

Programming Languages
- C++, Java
- Python

GPU & Graphics
- Compute Shaders (GLSL)
- Real-time rendering
- OpenGL
- QT

AI & Computer Vision
- PyTorch, Tensorflow
- OpenCV
- Deep Learning for image & text processing

Tools & Dev Environments
- Git, CMake
- VSCode, JetBrains, QT Creator

languages

French (Native)

English (Professional)

Spanish (Basics)

Experience

AI Research Internship   **2025**
Institut Pascal - Université Clermont Auvergne

Topic: Language model integration in 3D Slicer.
- Explored and implemented the integration of LLMs into 3D Slicer.
- Trained deep learning models on multi-GPU setups.
- Developed a 3D Slicer extension embedding the trained model.
- Work considered for publication in the Journal of Open Source Software.

Php/Symfony developer   **2023**
AMS Association Mantes Solidarité

- Integration of a payment form.
- Implementation of a donation management interface for administrators.

Projects

Mesh & Computation Geometry (C++)   **2024 – 2025**
Operations on triangular meshes: Laplacian, curvature, Delaunay.

Medical Imaging Research (Python, Tensorflow)   **2024**
Diaphragm segmentation and 3D organ reconstruction via deep learning.

LEGO Robot – Ball Retrieval (C++, EV3Dev, OpenCV)   **2024**
Autonomous EV3 robot with 4-camera vision and image processing.

Education

Master of Computer Science   **2023 – 2025**
University Claude Bernard Lyon 1

Specialization : Image, Development and 3D Technologies
- Computer graphics: mesh processing, computational geometry, 3D synthesis, and GPU programming.
- Image processing: classical and medical images using deep learning and signal analysis.

Bachelor of Computer Science   **2020 – 2023**
University Claude Bernard Lyon 1

- Acquired strong foundations in algorithms, data structures, object-oriented programming and software engineering.
- Gained initial experience in computer graphics and deep learning for image classification.