



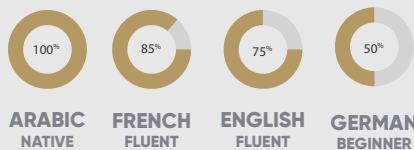
# Abdel Majid Maalej

FINAL-YEAR COMPUTER SCIENCE ENGINEERING STUDENT  
AT THE NATIONAL SCHOOL FOR COMPUTER SCIENCE

## PROFILE

As a versatile Artificial Intelligence engineering student at the National School for Computer Science (ENSI), I have gained proficiency in various fields including Machine Learning, Deep Learning, Computer Vision, and Natural Language Processing (NLP). Leveraging my strong skill set in these domains, I am actively seeking a rewarding end-of-studies internship opportunity that will enable me to further enhance my capabilities and propel my career forward.

## LANGUAGES



## INTERESTS



## CONTACT

- +216 52 901 156
- abdelmajid.maalej@ensi-uma.tn
- www.linkedin.com/in/abdelmajid-maalej/
- www.github.com/AbdelMajidMaalej
- Soukra, Ariana
- 16/08/2000

## PROFESSIONAL EXPERIENCE & PROJECTS

### Ip Label Group

SUMMER INTERNSHIP  
JUNE 2023 - AUGUST 2023

#### Reinforcement Learning Web Tester :

Designed and implemented a Reinforcement Learning Agent to autonomously navigate and interact with web interfaces, intelligently identifying bugs and assessing web application performance.

### MATCHY MATCHY

PROJECT  
DECEMBER 2022 - Present

#### Clothing Recommendation Application :

Built a chatbot within a mobile application for the purpose of recommending clothing items that perfectly fit the user's preferences using Rasa, Spacy, Yolov7, U-net, and Roboflow for annotation.

### ELEVECTOR

PROJECT  
JULY 2022 - NOVEMBER 2022

#### Mobile Application for Educational Purposes :

Developed a mobile application dedicated to children using React Native, under the supervision of our ENSI Junior Enterprise project manager and adopting an Agile Scrum methodology.

### Appliances Shop

PROJECT  
JUNE 2022 - AUGUST 2022

#### E-commerce platform :

Played a key role in developing an efficient and responsive web frontend and backend using React JS, Express JS, and MongoDB for a dynamic e-commerce platform that integrates both mobile and web applications

### SMART MARIO

PROJECT  
MARCH 2022 - MAY 2022

#### Smart Mario Game :

Designed and developed a new version of the Super Mario game, where all functionalities and graphics interface were implemented using the SFML library and C++ programming language.

## EDUCATION

### ENSI

2021 - Present

NATIONAL DIPLOMA IN COMPUTER SCIENCE ENGINEERING

### IPEIEM EL MANAR

2019 - 2021

NATIONAL ENTRANCE EXAM FOR ENGINEERING TRAINING COURSES

### Secondary School of LAOUINA

2015 - 2019

MATEMATICS BACCALAUREATE WITH HONORS

## TECHNICAL SKILLS

### LANGUAGES :

- Python, JavaScript, Java, C++, C, HTML/CSS, SQL

### DEVELOPER TOOLS :

- VS Code, Eclipse, Jupyter Notebook, Google Colab

### LIBRAIRIES /FRAMEWORKS :

- Rasa, TensorFlow, Sickit-Learn, Gym AI, PyTorch, Spacy, React Js, React Native, Node Js, Express Js, JUnit

## COMMUNITY LIFE

### OPERATION MISSION LEADER IN ENSI JUNIOR ENTREPRISE :

- Being part of the web development competition's organisation team.
- Creating Website's and mobile's projects mockups using Adobe XD.
- Conducting Natural Language Processing, chatbot and web development training sessions for members and assessing their skills.
- Leading a team during a project design and development, monitoring their work, following the progress and enforcing deadlines.