Yassine Bendimerad

Software Engineer

Contact

📞 **+48 576 447 873**

@ **yassine.bendimerad@icloud.com**

🌐 **yassine-resume.dev**

About Me

I am graduating in Engineering on March, I am looking for a job to continue gaining knowledge, experience, and use my skills to contribute in work projects.

I have a strong passion for programming and AI. My academic journey has given me a solid base in C++ and Python, and I am currently making AI applications with Python and JavaScript.

Interests

- Artificial Intelligence & Machine Learning
- Data Science
- DevOps & Cloud
- Full-Stack Web/Api dev

Languages

- English C2
- French C2
- Arabic B2
- Spanish A2
- Polish A2

Education

Engineering in Informatics
Silesian University of Technology   oct2022 - mar2026
- Built a strong foundation in mathematics, algorithms, data structures and analysis, and software and electrical engineering.
- Gained experience with C++, Python, object-oriented programming, and AI.
- Developed practical projects in simulation, logic design, and systems programming.
- Explored mobile (Java, Kotlin, Swift) and web technologies (Go, React).

Erasmus+ exchange program
University Jaume 1   2025 Summer Semester
- Focused on Artificial Intelligence, Data-Centric and modern web technologies courses.
- Improved cross-cultural communication and academic adaptability.
- Developed language skills and broadened academic perspectives.

Certifications

- AI for Web Based ML - Professional Course
  Google - EdX (Professional Course)
  Earned experience applying machine learning models in web apps using TensorFlow.js.
- CS50's Introduction to Computer Science
  HarvardX - EdX
  Harvard's foundational course covering algorithms, data structures, C, Python, web development, and more.
- Data Science with python - FreeCodeCamp
- Python - HackerRank

Projects

- **Zip File Compressor/Decompressor in C++**
  Researched, tested, and implemented a text file compression tool using Huffman encoding and LZ77 algorithm, focusing on file size reduction.
- **Salaries Management System (C++, OOP)**
  Built a command-line application for managing employee records and payroll using object-oriented design principles.
- **Blind Flamingo – Original Game (C++, OOP)**
  Created a game prototype from scratch, enhancing and testing my object-oriented programming and visuals capabilities.
- **Face Recognition Attendance System**
  Coded from the ground up a computer vision-based system to automate classroom/ company attendance using facial recognition (OpenCV, Python).
- **Trading Web Platform**
  Collaborated on a web-based trading simulation platform with interactive data visualizations and user management features (Go).
- **Bird Species Recognizer AI model**
  Built, trained, and tested an AI model that finds a bird in an uploaded image, gives information about its species and can play its sound if its in our database.
- **Appointments Manager Chatbot API**
  Currently engineering a chatbot-powered API that allows users to schedule appointments with local services (Node.js, GraphQL, MongoDB,).

Work Experience

Erasmus research Internship
Czech Technical University - Computer Vision   Sep 2025
- Met and collaborated with the research team in Computer Vision of CTU.
- Researched about the current SOTA of Eye Tracking technologies and reported them.
- Developed a Webcam reliable Eye Tracker, competing with expensive ET tools.

Customer Service agent
Concentrix - TikTok   Sep 2023 - Jan 2024