FARES BEN SLIMANE

Master in Computer science

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github.com/faresbs

EXPERIENCE

Research lab member
Latece, University of Quebec at Montreal
January 2018 – Present

- Working on artificial intelligence / machine learning research.

Internship
Orange Developer Center
February 2017 – June 2017

- Working on machine learning research and its applications to urban/vertical agriculture.

Front End Developer
Syspro
January 2017

- Develop an independent display widget for Tabhotel platform (A tool to digitize the hotel client environment).

Customer Service
OoredoO
July 2014

- Have an active listening towards the customers.
- Offer products and services that meet their needs.

PROJECTS AND COMPETITIONS

Sign Language Tutoring System
Université du Québec à Montréal
2019

- Automated system that teaches sign language to non-deaf users.
- Evaluate the user's gestures using a recognition system in real time.
- Learning sign language alphabet (ASL) and some basic signs.
- Ergonomic Human Machine Interaction Interface (HMI), easy to use and adapted to learning different sign languages (ASL / LSQ).
- You can find the project in my Github (here).

Tracking and predicting student performance in university
Latece, UQAM
April 2018

- Continuously tracking students' academic performance and accurately predicting their future performance, whether or not the student will graduate. We used the massive dataset collected by the *'Service de Planification Académique et de Recherche Institutionnelle' (SPARI) of the University of Quebec at Montreal (UQAM).*

EDUCATION

MSc Computer Science
University of Quebec at Montreal
January 2018 – Present

- Advisor : Mohamed Bouguessa
- Research Project: Recognition and machine translation of sign language

'Licence' in Computer science
Higher institute of information and communication technologies (ISTIC)
Sept 2014 – June 2017

Scholarship of Excellence
Faculty of science - MSc Computer Science
2018-2019

SKILLS & COMPETENCES

Machine learning/DeepLearning ●●●●●

- Matlab/Octave, Keras, Pytorch, Sklearn, Python/Numpy

Computer Vision ●●●●●
- OpenCV

Agile / Scrum ●●●●○

Programming languages ●●●●○
- Python, C++, Java

Linux System ●●●○○

Web development ●●●●○
- HTML, CSS, JS

Game development ●●●○○
- Unity3d, C#

Others ●●●○○
- LaTeX

Automated hydroponic growing system

Orange Developer Center / Fab Lab Tunis

February 2017 – June 2017 Tunisia, Tunis

- Build a prototype of a smart hydroponic growing system.
- Automatically control the indoor settings using artificial intelligence and rule based system.
- Detect plant anomalies and diseases through the leaf plant appearance using machine learning and computer vision techniques.
- Predict plant's health through the farm's indoor settings.
- Control and monitor in real time the internal parameters of the farm using a web dashboard.

A web AI assistant / Chatbot

June 2017

- Create an AI Chatbot, that answers all the user's questions related to urban farming.
- The chatbot standalone web widget can be implemented on any website and have a static location (bottom right).

Global Game Jam 2017

video game competition

January 2017

- Create a 2.5D survival action game using the Unity3d game engine and C#.
- Code organization skills using best practices in object-oriented programming.
- Use advanced design patterns like the singleton.
- Develop a perlin noise function to create random waves of terrain.

Pathfinding algorithms

January 2016

- Implementation of heuristic pathfinding algorithms in C#.
- Simulation of pathfinding algorithms (A*, greedy..) in the Unity3d game engine using 3D objects.

Personal Blog

Present

- Post articles and tutorials on artificial intelligence, machine learning, game development and IT in general.
- <faresbs.github.io>

LANGUAGES

English
- TOEFL ibt (B2) : 86/120

Frensh
- TFI (B2) : 725/990

Arabic

Italian

PUBLICATIONS AND TALKS

Data mining of the *'Service de Planification Académique et de Recherche Institutionnelle' (SPARI)*

Seminar

25 April 2018 — Latece - UQAM

- We used the massive dataset collected by the *'Service de Planification Académique et de Recherche Institutionnelle' (SPARI) of the University of Quebec at Montreal (UQAM).* https://spari.uqam.ca/
- *We propose an empirical analysis of the data collected by SPARI. In this analysis, we focus on two key points:*
  (1) a discussion of the dataset provided: general description, issues, challenges.
  (2) exploit this data using machine learning techniques.
- *See details here (in french).*