

# FARES BEN SLIMANE

## Master in Computer science

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## EXPERIENCE

### Internship

#### Ciena

September 2019 – Present

- Working on Deeplearning and computer vision.

### 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

## 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 (UQAM)

#### Faculty of science - MSc Computer Science

2018-2019

### Scholarship Mitacs Accelerate

#### Mitacs Accelerate Program

2019-2020

## SKILLS & COMPETENCES

### Machine learning/DeepLearning ●●●●●

- Matlab/Octave, Keras, Pytorch, Sklearn, Python/Numpy
- Mila Course - Representation Learning (IFT 6135) Winter-2019, Grade: A-

### Computer Vision ●●●●●

- OpenCV

### Agile / Scrum ●●●●●

### Programming languages ●●●●●

- Python, C++, Java

### Linux System ●●●●●

### Web development ●●●●●

- HTML, CSS, JS

### Game development ●●●●●

- Unity3d, C#

- 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).
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## 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.
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## 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).
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## 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.
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## 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.
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## Personal Blog

📅 Present

- Post articles and tutorials on artificial intelligence, machine learning, game development and IT in general.
  - <[faresbs.github.io](https://faresbs.github.io)>
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## LANGUAGES

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### English

- TOEFL ibt (B2) : 86/120



### Frensh

- TFI (B2) : 725/990



### Arabic

- Native language



### Italian



### Sign Language (ASL)



## PUBLICATIONS AND TALKS

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### 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 \(in french\).](#)