

# Adel Mhiri

Graduate student in engineering

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# Education

Paris Saclay University Master in biomechanics Paris, Sept 2020 - Present

> CentraleSupélec Master in engineering Paris, Sept 2017 - Present

Lund University (LTH) Exchange studies Lund, Sweden, Jan 2019 - Jun 2019

Lycée Hoche Preparatory classes Versailles, Sept 2015 - Jun 2017

-Engineering and Human movement master -internationally reputed French Higher Education and Research Institution

-14th university of the shanghai ranking 2020

-Control engineering master -internationally reputed French Higher Education and Research Institution -Climbing team member

-Data science and Al courses

-3D modeling and rendering project -Photo Forman at Sydskånska nation

A two year preparation to enrol in one of the top engineering school through a national competition.



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Skills	Languages	
Competence	French	Mother tongue
Automation AI (Problem-solving / Machine learning) Logical System	English	Advanced (C1)
Statistics / Probability 3D Modeling Illustrator/Photoshop Data science	Arabic (Tunisian)	Basics
Programming	Japanese	Basics (A 0.5)
Web Dev. (html 5, css 3)JavaScriptJavaWebGL + Three.jsPythonReact-nativeVue.jsMatlabC/C++	Swedish	Fundamentals

#### Experience



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Be Cool Front-end developper Sydney, Australia Mar 2020 - Aug 2020





- Create and optimize web pages for delivery optimisation and manager tasks (vue.js).
- Optimize pins interactivity display on a map (leaflet)
- Create and optimize a web software
- Display a brain and it's connections in a 3D environment (WebGL/Three.js)
- Handle the visualization of rasearcher's studies for a better communication.

-Participate in the room cleaning process as a team member of an international crew -Changed customers' bed and swept rooms

## Projects



#### Trax Game

Board game whose principle is to draw a loop by depositing tiles on a board. The first player to form a loop wins the game.

UI Design

Game Modelling Java

#### Al Reversi Game

Writing a program playing a full Reversi game. In this game you need to conquer as mush tiles as possible.

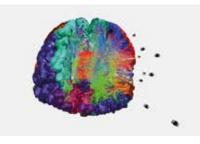
UI Design	Java	Monte Carlo
Min-max (alpho	a-beta)	Problem solving (AI)



#### WaterPlant

A 3D model creation purposed to take care of your small plants while you are away by supplying them with water

3D Modelling	SolidWorks	3D scan
Rendering	CAD Design	



#### 3D Interface - Epinov

Create a 3D interface to display a brain and the neuronal fibers to help doctors cure drug-resistant epileptic patients.

 Web Dev
 HTML / CSS
 Javascript

 Three.js / WebGL
 Neurology
 Front-End

# Associative life & Volontary Activity

- -Multimedia Producer and vidéo communication (Hyris)
- -Volunteer in a tutoring association promoting equal opportunity  $(\ensuremath{\mathsf{OSER}})$
- -Designing logo and posters (CS Design)
- -Management of a student climbing event (Nuit Centrale Verticale)

### Personal Interest

- Photography Photoforman in Sweeden
- Design Flat designs 3 years
- Game Making Using Unity beginner
- Climbing Competion 9 years
- Swiming BNSSA training 2 years
- Travels Sweeden, Japan, Tunisia, UK

#### References (available on request)

#### Nicolas Gazier

Life Sciences R&D Senior Manager at Dassault Systems

#### Nicolas.GAZERES@3ds.com

#### Alex Parkinson

IT Systems Manager at BeCool refrigerated couriers

<u>Alex@becoolcouriers.com.au</u>



Visit my Website



December 12th, 2019

Subject: Recommendation letter for Mr. Adel MHIRI

To whom it may concern.

Dear Sir / Madam,

I am writing this recommendation letter to express my gratefulness and entire appreciation of the work done by Adel MHIRI over the course of our collaboration.

Adel has been a full-time intern in my team for an overall duration of 6 months, from September 2019 to February 2020. His task was to develop from scratch an in-house, web-based 3D viewer for brains, with a whole set of associated interactive features (many viewing modes, zoom, rotations, clipping planes, and many more clinical-oriented features...).

Adel did a survey of the existing web-based viewers on the web, synthesized the important features and, importantly, was able to make the right technological choice for the 3D web viewer, favoring Three.js and highcharts.js over WebGL, given the requirements on performance and time constraints for development. In retrospect, this appears like a very relevant technological choice to make.

If I were to summarize Adel at work, I would say he learns fast and delivers fast. Starting his internship as an undergraduate engineer with moderate exposure to web technologies, he got up to speed very fast and delivered all the requested features in half the time I expected it would take. He is autonomous, needing minimal directions to perform well. His abilities to interact with the rest of the team are very good.

For all these reasons, I definitely recommend Adel as a strong junior contributor in any web-oriented development team.

Should you like to discuss Adel's qualifications and experience further, please feel free to contact me at nicolas.gazeres@3ds.com. I would be happy to expand on my recommendation.

Best Regards.

Nicolas GAZÈRES, Ph.D. R&D Biosphere Technology Director Computational Neurology Team Dassault Systèmes

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