

Ahmed Ahres | Curriculum Vitae

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Github: AhmedAhres Date of birth: 20/10/1998

Graduate computer science student passionate about visual computing. Extremely proactive and enthusiastic about the technologies of computer vision, virtual reality and augmented reality. All project details are available on my personal website.

Education

- **École Polytechnique Fédérale de Lausanne (EPFL)** **Lausanne, Switzerland**
2018–2020
Computer Science Master's
Currently pursuing a master's degree in computer science specializing in images and signal processing.
- **Eindhoven University of Technology** **Eindhoven, Netherlands**
2015–2018
Computer Science Bachelor's
Succesfully completed a bachelor's degree in computer science and engineering.

Experience

Teaching, Research & Service

- **Class Representative - Teaching Commission** **Lausanne, Switzerland**
October 2018–Present
École Polytechnique Fédérale de Lausanne (EPFL)
Meeting the executive board and professors to discuss potential improvements of the education at the Master's level.
- **Teaching Assistant - Algorithms Project** **Eindhoven, Netherlands**
April 2018–July 2018
Eindhoven University of Technology
Tutored several groups of seven students solving a complex algorithmic problem. Technically assisted the online grading system.
- **Teaching Assistant - Game Design** **Eindhoven, Netherlands**
September 2017–December 2017
Eindhoven University of Technology
Corrected and graded assignments for first and second-year students following a game design course.
- **Research Assistant** **Eindhoven, Netherlands**
September 2016–January 2017
Eindhoven University of Technology
Volunteered to do research on virtual reality gaming. Worked on *Permanent*, a VR serious game influencing attitudes towards nuclear energy. Researched ways to provoke empathy through VR game design.

Notable Projects

- **Cyclone:** *Extra-curricular honors project completed in June 2018.*
Leader of a 12-members team working towards the development of an autonomous racing drone during one full academic year. Also responsible for the computer vision aspect of the drone, where I worked on obstacle detection using OpenCV and C++.
- **Shapion** *Personal project completed in January 2017. Published as an Android mobile application and on the web.*
Developed a 2D endless game using Unity where the player moves around, shrinks and grows to avoid obstacles, collect coins and kill enemies with a bird.
- **The Resurrection of Cthulhu:** *Hackathon project in Finland (Junction hackathon) completed in November 2016.*
Developed and published a 2D puzzle game in a team where the player must solve a mystery by collecting different items.

Honors & Achievements

Honors Program: *Participated in a highly selective program for the top 7% students of the university in Eindhoven. Board member for the study association and worked on the Cyclone project (described above). Jury Award winner for the best project in year 2017/2018.*

Embedded Systems Competition Winner: *Finished 1st in the competition for the best embedded system sorting machine out of 24 teams. Organized by the Eindhoven University of Technology in April 2016.*

Tennis National Champion: *Ranked 1st for the best tennis player in Tunisia in 2010 and 2012.*

Technical and Personal skills

- **Programming Languages:** Proficient in C++, Python, Java.
- **Industry Software Skills:** Unity, OpenCV, OpenGL, Unreal Engine, Matlab.
- **Languages:** Fluent in Arabic, French and English. Intermediate in Spanish and Dutch.