Rais Malek

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SOFTWARE ENGINEERING & AI/ML

Results-driven Computer Science student seeking a Software Engineering or AI/ML internship. Expertise in full-stack development, system design, and problem-solving, with hands-on experience building scalable apps and optimizing backends. Actively learning AI/ML to tackle real-world challenges. Thrive in agile teams through adaptability, continuous learning, and delivering innovative solutions

KEY COMPETENCIES

Sharpened problem-solving skills via LeetCode practice (100+ problems Medium / Hard) and studied system design principles to tackle scalability and real-world engineering challenges, enhancing my ability to architect efficient solutions.

- Programming: Java, Python, JS, C, OCaml, SQL, HTML/CSS
- Frameworks/Tools: React, NodeJs, ExpressJS, Git, Redis, MySQL
- Concepts: OOP, Microservices, REST APIs, Unit Testing, Agile
- Libraries: Scikit-learn, LangChain, Pandas

Applied regression models (Scikit-learn) for predictive analytics, with hands-on experience in data preprocessing .Also, worked on projects with LangChain and pandas alongside scikit-learn.

TECHNICAL PROJECTS

Scientific Articles Search Web Application
React JS, ElasticSearch, REST APIs

- Developed a responsive React frontend for article searches (keywords, authors, institutions), integrating ElasticSearch and backend APIs for efficient data retrieval. Implemented PDF/text viewing and favorites management

Immo Scraper
Python , Scikit learn , requests, BeautifulSoup , Pandas

- Built a Python scraper (requests, BeautifulSoup) to extract 450+ property listings from immo-entre-particuliers.com, filtering non-conforming data via custom exceptions.
- Cleaned data with Pandas: filled missing values, encoded categorical features (one-hot), and enriched geospatial data (latitude/longitude) for ML readiness.
- Upcoming: Training regression models (Scikit-learn) to predict prices using features like location, surface, and energy efficiency.

Pingus Clone 2D Game
Java , Swing library , Design Patterns

- Built a tile-based game using State, Decorator, and Factory patterns. Emphasized modularity, clean code, and team collaboration.

EDUCATION

Paris-Est Creteil University (UPEC)
Ile-de-france , Creteil
Sept 2024 - Present

Higher National School of Computer Science (ESI)
Algeria, Algiers
Sept 2023 - June 2024

Higher National School of Computer Science (ESI - SBA)
Algeria, Sidi Bel Abbes
Sept 2021 - June 2023

ACTIVITIES

Workshop Organizer
- Conducted HTML/CSS workshops for 20+ participants, fostering technical skill development.

Hackathon Participant
- Awarded 3rd Place in Micro Hack Hackathon (2024) for innovative problem-solving.

Active Member, GDG Algiers & Ingeniums Club (2021–2023)
- Collaborated on technical solutions and event organization, enhancing teamwork and leadership.