



Haroun Khmiri Data Scientist & AI Engineer

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Professional Profile

AI Engineer & Data Scientist Engineering student with a proven track record of optimizing complex systems. I don't just build models I build solutions that drive efficiency—demonstrated by **cutting manual design workflows by 70%** via procedural pipelines and **halving computation time** for large-scale pathfinding algorithms. Proficient in **Deep Learning (LSTM/Transformers)** and **C++ performance tuning**, I combine theoretical rigor with the practical ability to deploy scalable, high-impact software.

Professional Experience

07/2025 – 09/2025
Sahloul, Sousse

Data Scientist Intern, ARSII

- Designed models that Identify pathogens through blood culture cells and predict their antibiotic resistances.
- 85% accuracy for top-3 pathogens detected.
- 0.885 AUC score.

10/2023 – 09/2024
sahline, Monastir

AR/VR Developer, Shetech Studio

- Engineered immersive AR/VR applications: implemented strategic AI behaviors.
- Built a VR system that tracks biometrics and syncing to a real-time analytics dashboard.
- Data Collection of player heart rate through oculus rift.

02/2023 – 06/2023
Ariana, Tunis

Gameplay Programmer Intern, Herodot

- Developed core gameplay mechanics and optimized client-server networking with Netcode for game objects, enhanced latency and stability for multiplayer prototypes.

Education

2023 – Present

Engineering Degree AI & Data Science, Polytechnique Sousse

- Specializing in data & AI engineering, statistical learning, and scalable software architecture.

2020 – 2023

Bachelor's in Computer Science, ISIG-K

- Focused on algorithms, software design patterns, and system optimization.

Selected Projects

Academic Project: Financial Report Analysis, Python, NLP, Spacy, NLTK, Docker, Transformer, Git/GitHub Actions

- Built and deployed Analysis natural language processing system to automate the extraction, analysis and insight generation from financial reports. Fine Tuned transformer Models such as FinBert and ner.

Personal Project: C++ ML Framework, C++, STL, K-Means, K-NN, Neural Networks

- Authored core ML algorithms from scratch using c++ STL, Implementing model such as K means, decision tree...

Personal Project: Stock values Prediction Model, DL, LSTM, RNN, Python

- Created a stock values prediction model utilizing techniques such as LSTM and recurrent neural network in python.

Academic Project: Salary Prediction & Exoplanet Classification, Python, Scikit-learn, Flask, Streamlit, Docker, Git/GitHub Actions

- Constructed Salary prediction and exoplanet classification models with over 90% accuracy score.

Personal Project: Heap-Optimized Pathfinding, Unity, C#, A* Algorithm, Octree Partitioning

- Engineered high-performance pathfinding using heap sorting and octree spatial partitioning, halving route computation time.

Academic Project: Narrative game with reinforcement learning, Python, Reinforcement Learning, Unity, Gamification

- Produced game where AI suspects learn to lie, evade, and deceive through dialogues while the human player tries to catch them, powered with reinforcement learning and Gemini API with 67 average reward and 100% escape rate.

Personal Project: Procedural World Generation, Unity, C#, Perlin Noise

- Initiated a flexible terrain engine for forests, deserts, and mountains, cutting manual design time by 70% via procedural pipelines.

Academic Project: Library Management System, C#, .NET, SQLite, LiveCharts

- Automated library workflows and dashboards, reducing administrative tasks.

Academic Project: Recommendation Engine Backend, RestAPI, gRPC, GraphQL, Kafka, JWT, Docker

- Crafted microservices for authentication, cataloging, and real-time recommendations.

Skills

C#

C++

Python

Pytorch

Machine Learning

Deep Learning

Reinforcement Learning

GenAI

NLP

MERN

NoSQL

Communication

Team Work

Problem-solving

Adaptability

Languages

Arabic | French | English