

Souhail Smiri

Computer Engineering Master's Student | AI & Computer Vision

souhail.smiriaa@gmail.com | +39 3751364473 | Verona, Italy

[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

EDUCATION

University of Verona — Master's in Computer Engineering for Intelligent Systems

September 2025 – Present | Verona, Italy

Higher Institute of Arts and Multimedia — Bachelor's in Computer Science, Internet of Things

September 2021 – June 2024 | Manouba, Tunisia

EXPERIENCE

Freelance | Software Developer

January 2025 – Present

- Developed and tested web applications using Next.js and React.js, shipping production-facing features for client projects.
- Automated testing workflows with Jest, Cypress, and Playwright to reduce regressions and improve release confidence.
- Designed and implemented RESTful APIs and integrated third-party APIs to extend application functionality.

Quebec Center | IoT & Edge Intern

February 2024 – May 2024 | Manouba, Tunisia

- Designed and built a Raspberry Pi cluster using Kubernetes for container orchestration across multiple nodes.
- Implemented networking and load-balancing solutions for distributed edge workloads.

Nexters Solutions | Full-Stack Developer Intern

June 2023 – August 2023 | Tunis, Tunisia

- Built front-end and back-end components of a CRM system using the MERN stack.
- Implemented RESTful APIs enhancing the system's ability to retrieve and manipulate customer data.

PROJECTS

Handtracking Emotionless | Python, OpenCV, MediaPipe, TF Lite, Unity, Computer Vision

- Built a real-time hand tracking and gesture recognition pipeline running at 20–30 FPS on-device.
- Tuned an MLP classifier (KerasTuner) to 98.86% accuracy on the full saved dataset, compressed to a 9.4 KB TFLite model — a 60% size reduction over the original 23.6 KB model at higher accuracy.
- Benchmarked against SVM (RBF) and Random Forest baselines (98.9% and 98.7% accuracy) to validate the MLP's suitability for real-time on-device deployment.
- Streamed gesture data to Unity via UDP for real-time interactive applications.

Farsight Analytics | Machine Learning, Next.js, PostgreSQL, Riot Games API

- Built an end-to-end analytics platform processing 9,147 League of Legends matches into 91,470 participant-level rows across 172 unique champions.
- Engineered a tilt-detection training set of 32,082 rows from 1,668 eligible summoners, and a draft-prediction dataset of 18,294 rows with zero missing values.
- Integrated the Riot Games API with PostgreSQL and Next.js for scalable data ingestion and visualization.

Portfolio | Next.js, Tailwind CSS, Spotify API, Google Analytics, Supabase, Vercel

- Personal portfolio site integrating live Spotify activity and visitor analytics, deployed on Vercel.

MyWeather | Java, Android Studio

- Open-source Android weather app with a custom UI, published on GitHub for community collaboration.

Educateck | Java, Android Studio, IoT, Arduino, Raspberry Pi

- Collaborated on an IoT-based smart school system with environmental monitoring and parking management, using Firebase for secure data sharing.

Deadly Stuff | Unity, C#, Aseprite, Animation

- Designed and developed a 2D pixel-art hack-and-slash game in Unity, handling combat mechanics, animation, and game feel.

SKILLS

Programming Languages: C++, Python, C#

Libraries / Frameworks: React, Next.js, Tailwind CSS, Node.js, TensorFlow Lite

Tools / Platforms: Git, Unity, Android Studio, Linux, Kubernetes, Raspberry Pi, Docker, Cypress, Computer Vision, Deep Learning

Databases: MongoDB, SQL, Supabase, PostgreSQL

CERTIFICATIONS

- EF SET English Certificate 66/100 (C1 Advanced) — EF SET
- IELTS 7.0 (C1) — British Council
- Career Essentials in Cybersecurity — Microsoft & LinkedIn
- Cybersecurity Foundations — LinkedIn Learning