



YANISSE FERHAOUI

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Location

Lyon, France

GitHub

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About Me

Specialized in C++ and Python, with a strong focus on GPU computing, image processing, and computer vision. Experienced in building deep learning systems and high-performance rendering pipelines. Currently seeking a position in software development or R&D, ideally visual AI, involving graphics, geometry.

Skills

Programming Languages

- C++, Java
- Python

GPU & Graphics

- Compute Shaders (GLSL)
- Real-time rendering
- OpenGL
- QT

AI & Computer Vision

- PyTorch, Tensorflow
- OpenCV
- Deep Learning for image & text processing

Tools & Dev Environments

- Git, CMake
- VSCode, JetBrains, QT Creator

Languages

French (Native)

English (Professional)

Spanish (Basics)

Experience

AI Researcher

Feb 2025 – Jul 2025

Institut Pascal – Université Clermont Auvergne

Topic: Language model integration in 3D Slicer.

- Explored and implemented the integration of LLMs into 3D Slicer.
- Trained deep learning models on multi-GPU setups.
- Developed a 3D Slicer extension embedding the trained model.
- Work considered for publication in the Journal of Open Source Software.

Php/Symfony developer

May 2023 – Jun 2023

AMS Association Mantes Solidarité

- Integration of a payment form.
- Implementation of a donation management interface for administrators.

Projects

SlicerGPT (Python, Transformers)

2025

3D Slicer extension extension that integrates a LLM with its RAG pipeline.

Medical Imaging Research (Python, Tensorflow)

2024

Diaphragm segmentation and 3D organ reconstruction via deep learning.

LEGO Robot – Ball Retrieval (C++, EV3Dev, OpenCV)

2024

Autonomous EV3 robot with 4-camera vision and image processing.

Education

Master of Computer Science

2023 – 2025

University Claude Bernard Lyon 1

Specialization: Image, Development and 3D Technologies

- Computer graphics: mesh processing, computational geometry, 3D synthesis, and GPU programming.
- Image processing: classical and medical images using deep learning and signal analysis.

Bachelor of Computer Science

2020 – 2023

University Claude Bernard Lyon 1

- Acquired strong foundations in algorithms, data structures, object-oriented programming and software engineering.
- Gained initial experience in computer graphics and deep learning for image classification.