## PYTHON, MINMAX, ALPHA-BETA, MONTE-CARLO ALGORITHMS

• Al players for 2 players board games. Achieved to have up to 98% win rate against an agent that plays randomly.

# FDUCATION

#### Master's degree in distributed systems and applications SORBONNE UNIVERSITY SCIENCES

 Coursework: Distributed algorithms, Big data and distributed databases, Linux kernel programming, Advanced architecture of OS kernels, C++ system programming, Critical systems.

#### **Bachelor's degree in computer science** SORBONNE UNIVERSITY SCIENCES

- Coursework: Algorithms and Data structures, Database Management Systems, Concurrent programming, Operating system, Compilation, Web development, Machine learning.
- Math courses: Advanced calculus, linear algebra, statistics.

# SKILLS

Programming languages: Java, C, C++, Python, Javascript, Typescript, HTML/CSS, SQL, Prolog, Bash Technologies: Git, React, Gatsby, Nextjs, Django, NodeJs, GCP, Firebase, MySQL, MongoDB, gRPC, Protobuf, MPI

# WORK EXPERIENCE

#### Fullstack developer freelancer | SOCIUM JOB

- Single handedly developed the minimum viable product from the founder's vision.
- Designed and assembled the front-end using **reactis**.
- Implemented the backend using **Firebase** (cloud functions, authentification and firestore).
- Leveraged Google Cloud Storage to build the storage system.
- Collaborated closely with the CEO to put up about 10 demos for potential clients.

#### Web developer intern | NATIONAL MUSEUM OF NATURAL HISTORY

- Worked on the e-Recolnat project which goal is to provide open access data on millions of species to naturalists and researchers.
- Architected and implemented an automation tool using python to help organise and classify thousands of herbaria images from other museums into CSV files.
- Initiated and completed the design and development of a fundraising page.

### **Private tutor** | FREELANCE

- Assisted and Mentored two high school students with academic difficulties in Mathematics and Physics.
- Improved their grades from 11 to 15 in average (scale: 0 to 20).

# **PROJECTS**

### Load balancer

- Teamed with 2 people to conceive a load balancer for P2P networks using message passing interface.
- Evaluation of the load of each machine and the system's global state in a 5 machines network.
- Detection of overload and Transfer of tasks to the least loaded machine or addition of a new one to the network.

#### Birdy - a twitter clone 🖸

• A REST API built as a simpler version of twitter with a service-oriented architecture.

### Scarcity 🖸

- A Web app created to raise awareness of climate change.
- Given a location and a year in the future, predicts which plants will no longer be able to grow there.
- Leverages two third-party APIs (trefle.io and World Bank's climate data API) to achieve so.

### Intelligent agents 🗹



Paris, Fr | Aug 2020 – Oct 2020

Paris, Fr | Sept 2017 - Jun 2019

### C. MPI. DISTRIBUTED SYSTEM. CONCURRENCY

## JAVA, J2E, MYSQL, MONGODB, APACHE TOMCAT

#### HTML/CSS, Python, Django, Heroku

Paris, France | May 2020

Paris, France | Jul 2023

## Momar Faly TOURE momarfaly@gmail.com | (033)769165262| linkedIn/momar49 | github/mftoure | https://momar.dev

Paris, Fr | Jun 2019 - Oct 2019