

Anthony Yaghi

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Profile

Software Engineer with over **2 years of professional experience** and a **Master's degree with distinction in Artificial Intelligence** from the UK's National Centre for Computer Animation (**NCCA**), ranked among the **top 3 computer animation schools worldwide**. Specialized in computer vision, with projects including **Autonomous Vehicle** simulation using Unity, a multi-camera to BEV model with the **nuScenes dataset**, and a **Video-to-Video transformation** of Jennifer Lawrence into Mystique in collaboration with [Metaphysic.ai](https://www.metaphysic.ai)

Projects

- **Autonomous Vehicle Simulation, Unity, ML-Agents, C#.** Designed and built an autonomous vehicle from scratch. Implemented lane-following and traffic light recognition behaviors. Trained using Reinforcement Learning (RL).
- **Video-to-Video Transformation, Python, Deep Learning.** Collaborated with metaphysic.ai on an industry-led project to build a video-to-video transformation of Jennifer Lawrence into Mystique (X-Men). Helped reduce makeup preparation time by over 10 hours through AI-driven visual effects.
- **6-Camera to BEV, Python, nuScenes devkit, OpenCV, Open3D.** Developed and deployed a Bird's Eye View perception model using 6-camera input from the nuScenes dataset. Reconstructed spatial representation without using LiDAR or depth sensors, significantly lowering system hardware costs.

Work Experience

Software Engineer, Unilog Liban SAL, Lebanon (10-2022 – 07-2024)

- Developed and deployed a full web application of our client Socotec Infrastructure branch using Laravel, PHP and Microsoft SQL Server, project included automated data entry, dynamic data visualization and employee timetable.
- Developed the timetable mobile application for Socotec using Flutter, SQLite and Postman
- Engaged with clients throughout the project lifecycle before, during, and after development to gather requirements, conduct follow-up meetings, and address post-launch bug fixes

Software Engineer, Intern, OnCode SAL, Lebanon (06-2022 – 08-2022)

- Developed the front-end of admission section of Group Accellis' Webpage using React.JS
- Worked alongside a team, each responsible for specific tasks to deliver the final product

Software Engineer, Trainee, Sconet Inc, Lebanon (06-2021 – 09-2021)

- Learned the basics of web development with HTML, CSS, JS and PHP
- Worked on mock projects: E-shopping and File transferring

Education

MS AI For Media, NCCA, Bournemouth University, United Kingdom (09-2024 – 09-2025) (**Distinction**)

- Research skills: Wrote a research paper on 3D object tracking techniques
- Proficiency in python machine learning frameworks such as PyTorch, TensorFlow, scikit-learn, and Numpy

BE Software Engineering, Antonine University, Lebanon (09-2019 – 09-2024)

- Software languages such as: Assembly, Python, Java, C++, SQL, Laravel, Flutter, SQL, PHP
- Hands-on experience in scalable software with web and mobile development.

Technical skills

- **Programming Languages:** Python, C#, PHP, SQL
- **Machine Learning:** PyTorch, Numpy, TensorFlow, OpenCV, YOLO, Open3D, scikit-learn, mmdetection3D
- **Frameworks & Tools:** Unity, FastAPI, Git, Docker, Linux, nuScenes devkit, Laravel, SQL Server, REST APIs, GitHub
- **Languages:** Arabic: Native | English: Fluent spoken and written | French: Fluent spoken and written