

Riad Attou

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Profile

General engineering student at Centrale Lyon, currently pursuing a Master's in Computer Science (double degree) at Xi'an Jiaotong University (China). Motivated to apply my skills in data science, artificial intelligence, and software development, while broadening my international experience.

Education

Xi'an Jiaotong University, China

Sept. 2025 – July 2027

Master's in Computer Science, double degree with Centrale Lyon

- **Coursework:** Deep Learning, Software Development, Machine Learning, Artificial Intelligence, Theory and Implementation of Programming Language, Security in Cyber-Physical Systems, Wireless Network

Centrale Lyon, France

Sept. 2023 – July 2027

General Engineering Degree (specialization in Computer Science)

- **Coursework:** Machine Learning, Data Analysis and Pattern Recognition, Collaborative Algorithms and Applications, Algorithms and Reasoning, Sensors and Image Processing

Publications

Analysis of Service Returns in Table Tennis

Aug. 2025

Riad Attou, Marin Mathé, Aymeric Eradès, Romain Vuillemot

[Available on HAL Open Science](#) | Accepted for publication in a Springer Nature journal

Projects

Analysis of Service Returns in Table Tennis

[Repo](#)

- Applied machine learning to analyze service returns of elite table tennis players, extracting strategic insights from match data
- Tools Used: Python, NumPy, Pandas, SciPy, Scikit-learn, Plotly

Overall Survival Prediction for Patients with Myeloid Leukemia

[Repo](#)

- Predicted overall survival of leukemia patients using real-world medical data (QRT Data Challenge 2024–2025 in collaboration with Institut Gustave Roussy)
- Developed predictive models and validated results on multicenter datasets
- Tools Used: Python, Scikit-learn, LightGBM, XGBoost, Pandas, Matplotlib

Ant Colony Optimization

[Repo](#)

- Implemented an Ant Colony Optimization (ACO) algorithm to solve graph-based optimization problems
- Designed visualization tools to display paths and pheromone evolution
- Tools Used: Python, NumPy, PyQt, Matplotlib

AI for Go Game

[Repo](#)

- Built a Go game application with a Pygame-based graphical interface and an AI opponent powered by Minimax with alpha-beta pruning (PVS) and advanced evaluation functions
- Tools Used: Python, Pygame, NumPy

Technical Skills

Programming & Tools: Python (NumPy, Pandas, Scikit-learn, PyTorch, Plotly, Dash), C, OCaml, MATLAB, SQL, Git, $\text{\LaTeX}$

Languages: French (native), English (fluent, TOEFL iBT 108/120), Spanish (intermediate), Arabic (intermediate), Chinese (elementary)