ABOUT ME

Recently graduated with a **master's degree in computer graphics**, specialized in **image processing**, **video games**, **3D programming**, and **artificial intelligence**, I am looking for my **first job or an internship** in CIP in **Brussels** (or nearby). Curious and open to various fields, I'm mainly looking for a dynamic and positive work environment where I can apply my skills and grow. If you have any opportunities or would like to discuss further, feel free to contact me!

Imparato Adèle

EDUCATION

2019 - 2022: Bachelor in <u>Data Science and Artificial Intelligence</u> - Maastricht University, The Netherlands
2022 - 2024: Master in computer graphics, image processing and AI (<u>IMAGINE</u>) - Université de Montpellier, France

CONTACT

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📍 Brussels

SKILLS

Methodology
Creativity
Dynamism
Group work
Sociability

EXPERIENCES

2019 - 2022: *Bachelor group projects:*
- Implementation of the game Abalone and its AI (Java/JavaFx)
- Implementation of a robot's skills at Tic-Tac-Toe (Python/Arduino)

2022: *Bachelor thesis* - « Extension of oxford nanopore sequencing data classification beyond canonical nucleotides » (R)

2022 - 2024: *Class president*

2022 - 2024: *Master group projects:*
- Implementation of a 3D game engine (C++/OpenGL)
- Fake News Detector (Python/sklearn)
- Mosaic maker (C++/Qt)
Master personal projects:
- Raytracing (C++/OpenGL))
- 3D water rendering (C++/OpenGL)
- Signal processing and filters (C++)
- Creation of a VR game « Galaxy Run » (Unity/C#)

2024: *Master' internship in a company* - Pipeline development and creation of Unreal Engine tools at Benuts (VFX for cinema and real time projects)

KNOWLEDGE OF

- Python
- Java
- C/C++
- OpenGL
- Pipeline dev
- R
- Android
- Matlab
- Unity
- Unreal Engine

LANGUAGES

French (mother tongue)
English (C1)
Dutch (B1)

HOBBIES

Theatre, dubbing
Musicals
Games
Scout

For more information, see my portfolio https://adeleimpa.github.io/portfolio/