ABOUT ME

Recently graduated with a **master's degree in computer graphics**, specialized in **image/signal processing**, **video games**, and **3D programming**, I am looking for my **first job or an internship** in CIP in **Brussels** (or nearby). Interested in fields such as video games, VFX, animation, or software development, I am seeking a stimulating **part-time** position where I can leverage my technical skills and creativity to contribute to innovative projects. 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)
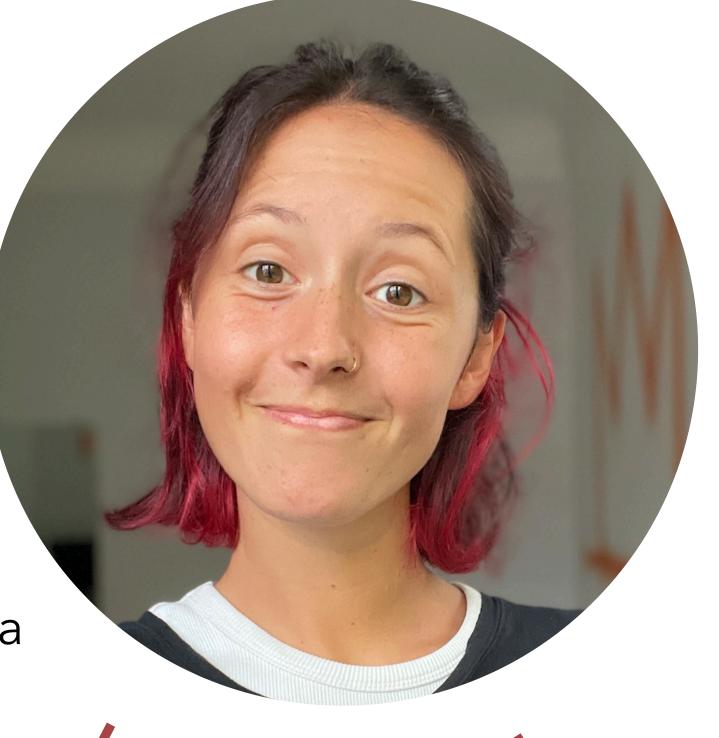
2022 - 2024: *Class president*

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/