

# IMPARATO ADELE

## CONTACT

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## EXPERIENCES

**2019 - 2022:** Bachelor group projects:

- Implementation of the game Abalone and its AI
- Implementation of a digital multimodal assistant
- Implementation of a robot's skills at playing Tic-Tac-Toe

**2020 - 2022:** Member of the event committee Aktie

**2022:** Bachelor thesis - Extension of oxford nanopore sequencing data classification beyond canonical nucleotides

**2022 - today:** Class president

**2022 - 2023:** Master group projects:

- Implementation of a 3D game engine
- Fake News Detector
- Implementation of an AI-based game « the cat and the mouse »
- Mosaic maker (image processing)
- Simulation of a fictional ecosystem of creatures evolving in a 3D environment

Personal master projects:

- Raytracing (3D programming)
- Signal processing

## ABOUT ME

I am a Master's student in computer graphics at Université de Montpellier in France. My academic journey has fueled my interest for diverse subjects such as 3D programming, digital animation and artificial intelligence. Currently looking for an internship, I am keen to gain practical experience in a professional environment in order to eventually deepen my knowledge.

## EDUCATION

**2019 - 2022:** Bachelor in Data Science and Artificial Intelligence - Maastricht University, The Netherlands

**2022 - today:** Master in computer graphics, image processing and AI (IMAGINE) - Université de Montpellier, France

## SKILLS

Methodology  
Creativity  
Dynamism  
Group work  
Sociability

## KNOWLEDGE OF

- |          |           |
|----------|-----------|
| - Python | - R       |
| - Java   | - Android |
| - C/C++  | - Matlab  |
| - OpenGL | - Unity   |

## LANGUAGES

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

## HOBBIES

Theater  
Sport  
Scout

