

ABOLIT 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.





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EXPERIENCES

2019 - 2022: Bachelor group projects:

- Implementation of the game Abalone and its Al
- 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

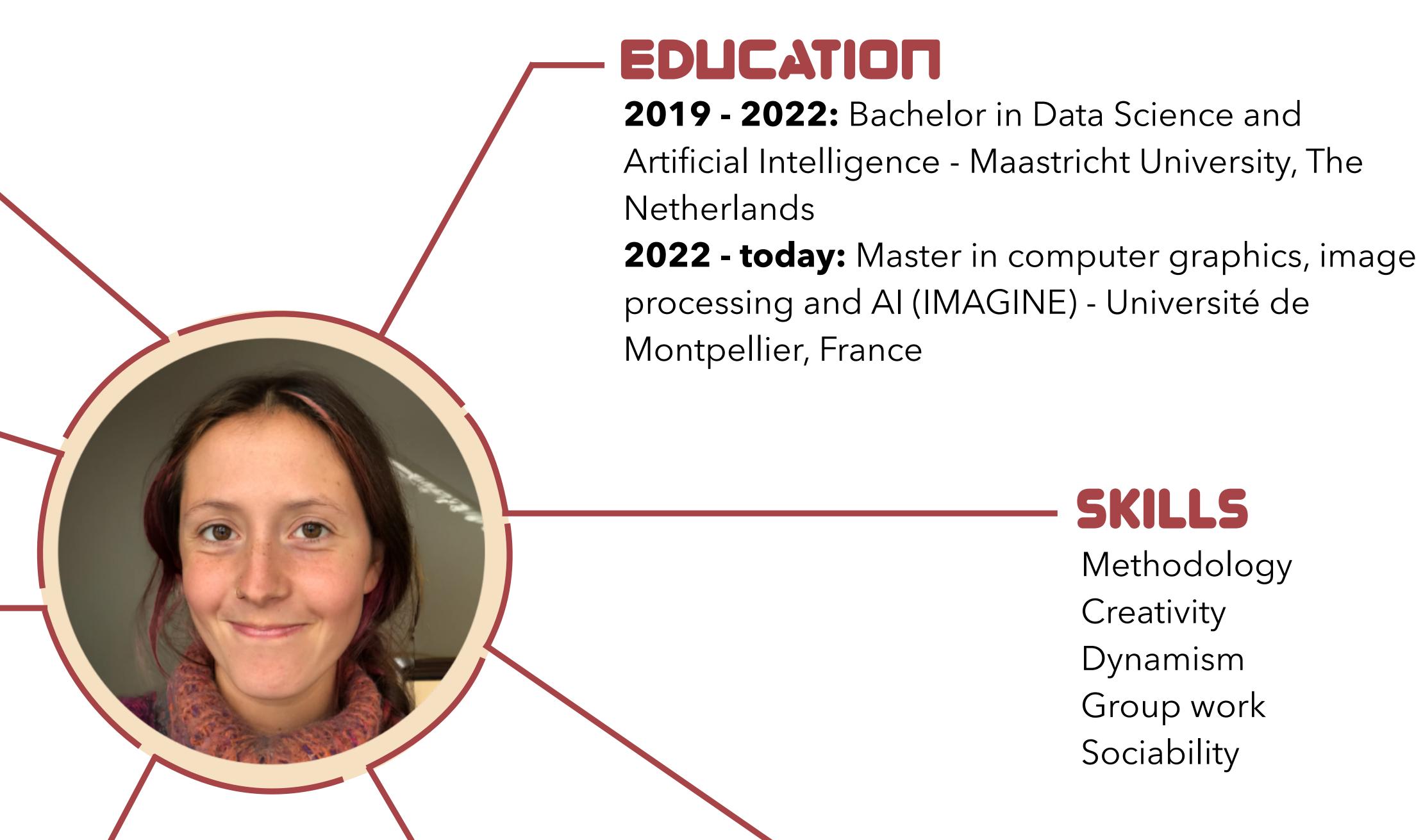
2022 - today: Class president

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



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

Theater Sport Scout

KUOMFEDGE OL

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