IMPARATO ADÈLE

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

CONTACT

✉ adele@imparato.be

📞 +32 4 71 39 26 89

SKILLS

Methodology
Creativity
Dynamism
Group work
Sociability

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
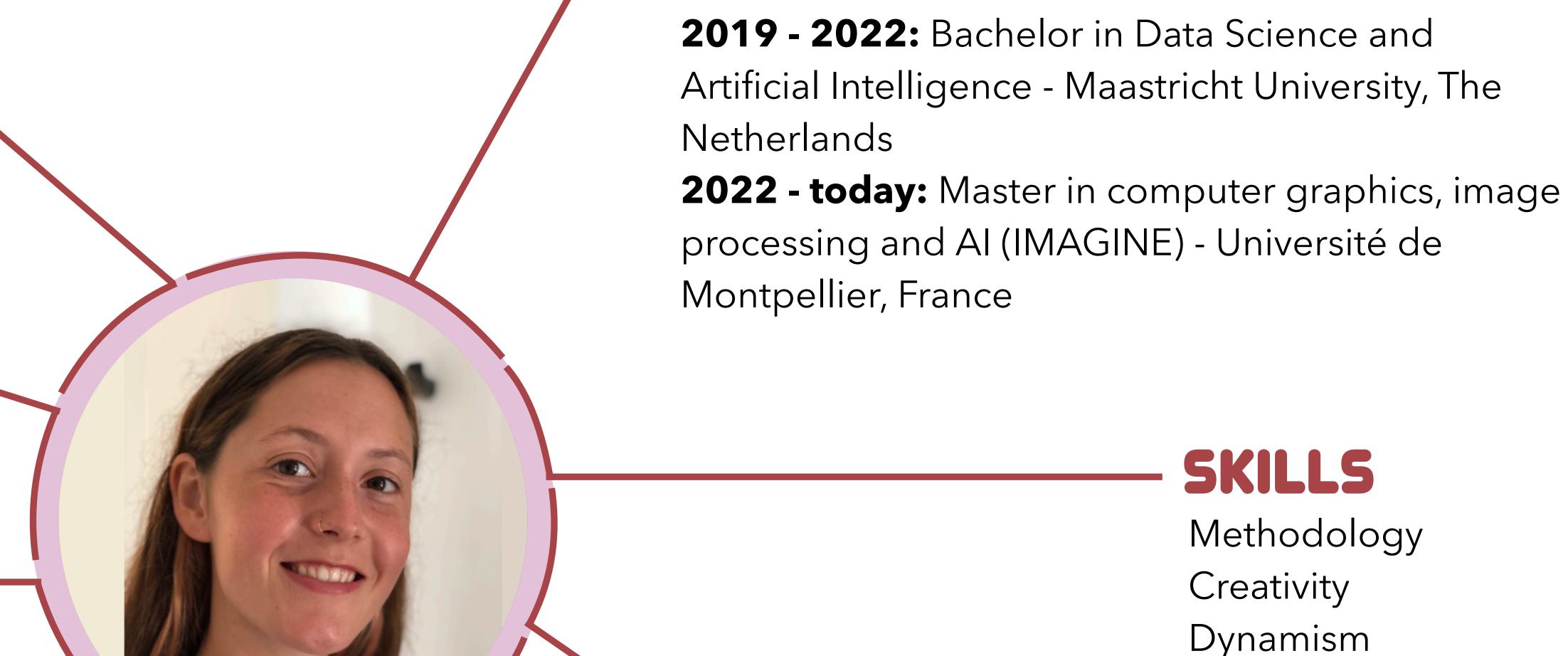
2022 - today: *Class president*

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

KNOWLEDGE OF

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

LANGUAGES

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

HOBBIES

Theater
Sport
Scout

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