

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 possibly 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!

CONTACT

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📍 Brussels

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)

Imparato Adèle



EDUCATION

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

2022 - 2024: 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 |
| - Pipeline dev | - Unreal Engine |

LANGUAGES

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

HOBBIES

Theatre, dubbing
Dance
Musicals
Scout

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