









## Engineer & PhD in Computer Science

### Interested in software & mobile dev, video games


#### Work Experience

-  **2016 – 2017 :** **Autonomous projects as a freelance** during a world trip (polling app, tchat bots)
-  **2012 - 2014 :** **Student Teacher** Lessons (algorithmic, JAVA, JavaScript) at the IUT of Haguenau.
-  **Feb – Aug 2012 :** **Master's internship** (6 months) Crowd Simulation at LSIIT Laboratory in Strasbourg.  
Subject : Collision detection for crowd simulation with moving obstacles.
-  **June – Aug 2011 :** **Analyse-conception internship** (3 months) Virtual reality at IBISC Laboratory in Evry.  
Subject : A Toolbox of 3D interactions for Virtools.
-  **June – Aug 2010 :** **Developer internship** (10 weeks) Operations Research at EMAC's Laboratory in Albi. Subject : Solving operations research problems.




#### Diplomas

-  **2012-2015** **PhD in computer science**  
At ICube (Laboratory of engineer, computer science and imagery sciences).  
Thesis : Multiresolution tools to handle real time simulation interactions.  
Key concepts : Real time simulation, particle tracking, adaptive meshes, collision detection.
-  **2011-2012** **Master's degree in Virtual Reality and Intelligent Systems (RVSI)**  
At UEVE (Université d'Evry Val d'Essonne). Rank : Major (1st) | Jury's Mention : Good
-  **2009-2012** **Engineer ENSIIE**  
(National Superior School of Computer Science for Industry and Entrepreneurship),  
One of the famous French Engineering schools specialized in computer science.  
A French Engineer is able to learn fast and react to any problem thanks to his general cursus.







#### Research Paper

-  June 2014, Conference Computer Animation and Social Agents (CASA) in Houston :  
Deformable Polygonal Agents in Crowd Simulation (Pitiot, Cazier, Jund, Habibi & Kraemer)

#### Language skills

-  **French :** **Native**
-  **English :** **Fluent, TOEIC : 945/990**
-  **Spanish :** **Good understanding**

#### Computer science skills and specializations

-  **OS :** Windows, Linux.
-  **Programming :** OCaml, C, Java, C++, Schematic Blocks, Android.
-  **Web :** HTML, PHP, CSS, JavaScript.
-  **Softwares and Tools :** Virtools, 3DVIA Studio, QtCreator, OpenGL, Android Studio.
-  **During ENSIIE :** Robotics and Virtual Reality, Artificial Intelligence, Optimization
-  **Master's Degree :** Biometry, Animation, Virtual Reality Modeling and Interactions