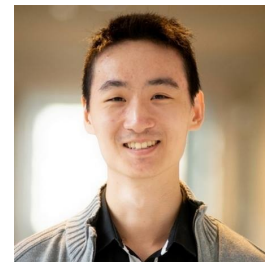


Pascal Chiu | CV Resume

- » **Status :** Engineering Student, Research Graduate
- » **Fields :** Computer & Information Sciences, UI, VR/AR, Interaction Design, HCI
- » **Affiliations :** INSA de Lyon : Dept. of Computer Sciences - Tohoku University : GSIS



»»» Experience

- | | | |
|------|--|---------------------------|
| 2018 | Company Intern (4 months) | Mobile Devices Ingénierie |
| | <ul style="list-style-type: none"> » Intelligence-based client subscription tool development using data mining & ML tools » Ruby on Rails, PostgreSQL, kubernetes, Docker, git | |
| 2017 | Laboratory Intern (2 months) | LIRIS |
| | <ul style="list-style-type: none"> » Algorithm design & evaluation for aggregating queries on distributed graph databases » Big Data, Semantic Web, Advanced Algorithmics, Benchmarking, C/C++ | |
| 2016 | Project Manager (6 months) | INSA de Lyon |
| | <ul style="list-style-type: none"> » Conception & Development Industrial project for INSA Robotics and Mecatronics (13 ppl) » Team & Project Management, Industrial Design & Drawing, Assembly, Arduino | |

»»» Education

- | | | |
|----------------|--|----------------------|
| 2018 - Present | Master Course under Double Degree (2.5 years) | Tohoku University |
| | <ul style="list-style-type: none"> » Graduate School of Information Sciences, Information Systems Department » Research Laboratory : Interactive Content Design, Publications in ACM » Research Field : HCI, UI/UX, Interaction Design, VR, Computer Vision, Deep Learning | |
| 2014 - Present | M.Eng. majoring in Computer Science Engineering | INSA de Lyon |
| | <ul style="list-style-type: none"> » Core classes incl. Algorithmics, Image rendering, Systems Engineering, AI, Data Mining » Specialisation in AI tools : Neural Networks, Pathfinding, Procedural generation, GOAP ... | |
| 2012 | Scientific Program with English specialisation | St. Andrew's College |
| | <ul style="list-style-type: none"> » Intensive courses undertaken with various science subjects taught in English | |

»»» Professional Skills

Languages

- » Chinese Mother tongue, practice since childhood
- » French Second native language
- » English Fluently written and spoken
Cambridge FCE (ESOL), **TOEIC 990**
- » Japanese Intermediate level written and spoken
- » Spanish Intermediate level written and spoken

Technical Skills

- » Coding Essentials : **C/C++**, C#, Java, **Python**, PHP
- » Front : Javascript, JSON, XML, HTML, RDF, JQuery
- » HCI : Unity, VR/AR, Interaction Design, Prototyping
- » Creation : Design (Adobe CC Suite, SAI, Clip Studio)
3D and Rendering (SketchUp, Kerkythea)

»»» Hobbies & Interests

- » Piano Jazz : Practiced between 2008 and 2014
- » Illustration : Digital Painting, Character Design
- » Game Dev : Scripting, **Engine & Tool Coding** :
Unity (C#), C/C++ (SDL), Java (Slick/LWJGL, **OpenGL**)