

DING KEVIN

Research Engineer

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Paris, France

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Kvn00000

WORK EXPERIENCE

Research Engineer Intern

Berger-levrault

02/2025 – Ongoing

Paris

- Developed a mixed reality (MR) prototype package for an existing industrial maintenance app, working independently from concept to implementation.
- Researched user needs and usage scenarios to design context-aware interactions adapted to immersive environments
- Built a voice interface to control an AI assistant via wake word, enabling verbal queries and menu commands (e.g., repositioning windows).
- Integrated speech recognition, TTS, and image/text output display in MR; evaluated system with 8 users based on interaction design guidelines.

VR Developer Intern

Institut des Systèmes Intelligent et Robotique (ISIR)

06/2024 – 07 /2024

Paris

- Created a MR simulation on Meta Quest 3 to introduce children to learning through interactive swarm behavior.
- Implemented rule-based Boid agents with vision-based obstacle avoidance and user-modifiable environments (terrain and objects).
- Designed XR interactions (grabbing, poking and raycast) using Unity XR Toolkit project was presented publicly.

PROJECTS

SPY Game Extension – LIP6

Unity, C#, Unity XR Toolkit

10/2024 – 01/2025

- Added a new training mechanic to a stealth game using ECS architecture with the Fyfy framework (2-person project).
- Built a web dashboard using Dash and Plotly to visualize gameplay data such as level completion and session time.

Ecotopia, Multi-agent System

GAMA

10/2024 – 01/2025

- Simulated sustainability of a fictional society using real French data on agriculture, energy, transport, and urbanism.
- Contributed to Urban Planning and Demography modules in a group of 8; validated results through population survival in modeled scenarios.

EDUCATION

M.Sc. in Computer Science

Sorbonne University

2023 – 2025

Master ANDROIDE

AI, HCI, Operationnal Research, Robotics

B.Sc. in Computer Science

Sorbonne University

2019 – 2023

SKILLS

- Programming Languages :**
Python, C#, Java, C, Node.js, HTML
- Libraries & Frameworks :**
NumPy, NetworkX, Matplotlib, Dash, Plotly, Unity (XR Toolkit), GAMA
- Concepts & Techniques**
Reinforcement learning, Supervised learning, Linear Programming, Graph Algorithms, Multi-Agent Systems
- Tools & Methodologies :**
Git, Agile, Scrum, \LaTeX , Canva

LANGUAGES

French : Native

English : Intermediate (B2)

Mandarin : Conversational (B1)

OTHER EXPERIENCE

Sales Advisor

Uniqlo Opéra

06/2023 – 11/2023 Paris

Waiter

Shinotaku

02/2019 – 02/2023 Paris

INTERESTS

- Bouldering
- Board Game
- Video games
- Travel : China, Indonesia