Kevin DING

📍 Ile-De-France   ✉ kding0510@gmail.com   📞 07 82 61 05 88   in Kevin DING   🚗 Driver's Licence

Soon-to-be graduate of the Master's program ANDROIDE at Sorbonne University, I am seeking a first professional opportunity in simulation

Education

Master Degree in Computer Science, Sorbonne University	*2023 – 2025*

Specialization : Human Computer Interaction, Operationnal Research, AI, Robotics

Bachelor Degree in Computer Science, Sorbonne University	*2020 – 2023*

Experience & Projects

Internship : Research engineer (Unity, C#, Unity XR Toolkit) *Paris, France*
Berger Levrault *02/2025 – 08/2025*

- Development and design of a voice interface in mixed reality (MR) to interact with an AI assistant, for an existing industrial maintenance application, from design to implementation.
- Research and analysis on user needs and usage scenarios to design contextual interactions adapted to immersive environments.
- Integration of speech recognition, text-to-speech (TTS), image/text display, voice commands, and menus; system evaluation with 16 users.

Academic Project : Ecotopia Multi-agent System (Java, GAMA) *11/2024 - 01/2025*

- Simulation of the sustainability of a fictional society based on real French data on agriculture, energy, transportation, and urban planning.
- UML design and contribution to the Urban Planning and Demographics modules within a team of 8; validation of results through population survival in various modeled scenarios.

Academic Project : Spy Lip6 (Unity, C#, ECS, FyFy, Python) *10/2024 - 11/2024*

- Added new gameplay mechanics using an ECS architecture with the Fyfy framework (two-person project).
- Created a web dashboard with Dash & Plotly to visualize game data.

Internship : Developer (Unity, C#, Unity XR Toolkit) *Paris, France*
Institut des Systèmes Intelligent et Robotique (ISIR) *06/2024 - 07/2024*

- Virtual reality development of an immersive and interactive simulation of adaptive swarm behaviors for virtual agents (Boids) on Meta Quest 3 headset. Implementation of unit tests.
- Procedural mesh generation for an environment with obstacle avoidance, enabling Boids to interact with environment elements adjustable by the user.
- Development of simple and intuitive interactions with the environment using the XR Interactor.

Skills

Languages: Python, C#, Java, JavaScript, 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: Linux, Git, Agile, Scrum, LaTeX, Canva, Jira, Confluence

Languages: French (Native), English (B2), Mandarin (B1)

Other Experience

Sales Assistant	*Paris, France*
Uniqlo Opéra	*06/2023 – 11/2023*
Waiter	*Paris, France*
Shinotaku	*2019 – 2023*

Interests

Bouldering, Board Games, Video games
Travel : China, Indonesia