

# Kevin DING

📍 Ile-De-France    ✉ kding0510@gmail.com    in Kevin DING    🚗 Driver's Licence

Graduate of the Master's program ANDROIDE at Sorbonne University, I am seeking my first professional opportunity in simulation.

## Education

---

<b>Master Degree in Computer Science, Sorbonne University</b>	2023 – 2025
<i>Specialization : Human Computer Interaction, Operationnal Research, AI, Robotics</i>	
<b>Bachelor Degree in Computer Science, Sorbonne University</b>	2020 – 2023

## Experience & Projects

---

<b>Internship : Research engineer (Unity, C#, Unity XR Toolkit)</b>	Paris, France
<i>Berger Levrault</i>	02/2025 – 08/2025
<ul style="list-style-type: none"><li>◦ 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.</li><li>◦ Research and analysis on user needs and usage scenarios to design contextual interactions adapted to immersive environments.</li><li>◦ Integration of speech recognition, text-to-speech (TTS), image/text display, voice commands, and menus; system evaluation with 16 users.</li></ul>	
<b>Academic Project : Ecotopia Multi-agent System (Java, GAMA)</b>	11/2024 - 01/2025
<ul style="list-style-type: none"><li>◦ Simulation of the sustainability of a fictional society based on real French data on agriculture, energy, transportation, and urban planning.</li><li>◦ 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.</li></ul>	
<b>Academic Project : Spy Lip6 (Unity, C#, ECS, FyFy, Python)</b>	10/2024 - 11/2024
<ul style="list-style-type: none"><li>◦ Added new gameplay mechanics using an ECS architecture with the Fyfy framework (two-person project).</li><li>◦ Created a web dashboard with Dash &amp; Plotly to visualize game data.</li></ul>	
<b>Internship : Developer (Unity, C#, Unity XR Toolkit)</b>	Paris, France
<i>Institut des Systèmes Intelligent et Robotique (ISIR)</i>	06/2024 - 07/2024
<ul style="list-style-type: none"><li>◦ 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.</li><li>◦ Procedural mesh generation for an environment with obstacle avoidance, enabling Boids to interact with environment elements adjustable by the user.</li><li>◦ Development of simple and intuitive interactions with the environment using the XR Interactor.</li></ul>	

## Skills

---

<b>Languages:</b> Python, C#, Java, JavaScript, C, Node.js, HTML
<b>Libraries &amp; Frameworks:</b> NumPy, NetworkX, Matplotlib, Dash, Plotly, Unity (XR Toolkit), GAMA
<b>Concepts &amp; Techniques</b> Reinforcement learning, Supervised learning, Linear Programming, Graph Algorithms, Multi-Agent Systems
<b>Tools &amp; Methodologies:</b> Linux, Git, Agile, Scrum, L <sup>A</sup> T <sub>E</sub> X, Canva, Jira, Confluence
<b>Languages:</b> French (Native), English (B2), Mandarin (B1)

## Other Experience

---

<b>Sales Assistant</b>	Paris, France
<i>Uniglo Opéra</i>	06/2023 – 11/2023
<b>Waiter</b>	Paris, France
<i>Shinotaku</i>	2019 – 2023

## Interests

---

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