Marwan Ait Addi-Russier

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EXPERIENCE

LIRIS | Research Intern in Computer Graphics
May 2025 – Sept 2025 | Villeurbanne, FR
- Member of the Origami team, in the IA.rbre project
- Containerised Sunlight and Shadow calculation on 3D City Data (CityGML and 3DTiles) using **C++** and a **python** wrapper.
- Deployment on the Pagoda platform (Kubernetes, Harbor, Argo workflows)
- Under the direction of Gilles Gesquière (Lyon 2) and John Samuel (CPE Lyon)

HOSPICES CIVILS DE LYON | Intern Programmer
May 2024 – August 2024 | Lyon, FR
- **Python**, **Qt**, **Javascript**
- Maintaining and updating an app dedicated to helping practitioners send and receive forms, follow their patients and take personalised notes about them.
- The tool is composed of a website, a Qt desktop app written in **Python** and a **MySQL** Database.

BIINGS | Junior IT Operator
nov 2022 - sept 2023 | Morges, CH
- **Php Laravel, Vue.js, PowerBI** : Worked on auto-completing, multilingual PDF templates for administration (Switzerland has 4 official languages that need to be supported).
- **Microsoft Graph API, Mysql** : Synchronising the Microsoft Office calendar into the company's ERP(Enterprise Ressource Planning).

PROJECTS

ETERNAL WOUNDS | Multidisciplinary Student project
video game with a team of 18 students
Jan - May 2025 | Lyon, FR
- Built and maintained a CI pipeline for an Unreal Engine game. Using gitlab and a personal server. As well as project management tasks with three other members of the team
- Gameplay programming with UE5 blueprints. Merge reviewer, conflict resolver.
- **Link to the itch.io page**

RAY/PATH TRACER | A C++ implementation of a ray and path tracer
Ongoing | Lyon, FR
- Shadow ray, Acceleration structures (BVH), Monte carlo method, multiple primitives
- **Link to github repository**

LESSGO COLOR | Class Project, a game playable in a theatre by up to 50 people
2021 | Saint-Étienne, FR
- **Python** server with Websockets and AIOHTTP, **Pygame** for display, **html/css/js** for client side interaction.
- **Link to gitlab repository**

EDUCATION

UNIVERSITÉ LUMIÈRE LYON 2
Master of science in Computer Science
Expected Sep 2025 | Lyon, FR

UTRECHT UNIVERSITY
Master of science in Computing Science
2021-2022 | Utrecht, NL
Research oriented, dropped out due to health issues

UNIVERSITÉ LUMIÈRE LYON 2
Bachelor of science in Computer Science
2018-2021 | Saint-Etienne, FR

SKILLS

PROGRAMMING
Known:
Python • C/C++ • C# • PHP • JavaScript
Still learning:
GLSL • Hera • R

TECHNOLOGY
Git/Github • Docker • Kubernetes
Linux • Windows • Gitlab-Runners
LaTeX

LANGUAGES
French (native) • English (C1)

COURSEWORK

GRADUATE
Computer Graphics
Real time ray tracing
Physical simulation
Geometric modelisation

UNDERGRADUATE
Graph theory
Complexity
Calculus
Operating systems
Functional programming
Oriented Object Programming
Procedural programming
Relational Databases

LINKS

Github: **Link**
LinkedIn: **Link**
Website: **Link**