

# Melvin Even

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**Email**        melvin.even@bordeaux-inp.fr  
**Website**     <https://toastation.github.io/>

(last update: November 2020)

## Education

**2019- now**    **Ms.Eng**, Computer Science - Bordeaux Institute of Technology, France  
Computer graphics and artificial intelligence  
**2016-2019**    B.Sc, Computer Science - University of Bordeaux, France  
*with honours*

## Experience

**Jun.2020**     Research intern - INRIA, Bordeaux  
**Sep.2020**     *Artistic-control tools for an anisotropic 3D procedural deformer*  
I helped create tools for a 3D procedural deformer. These include: automatic and artist-guided anisotropic deformation.  
**Sep.2018**     Tutor and teaching assistant - University of Bordeaux  
**May.2019**  
Part-time job at the University of Bordeaux where I assisted teachers in practical lessons of computer science for first year students. I also tutored undergraduate students (in groups of 1-4) in computer science  
**May.2018 -**    Research intern - LaBRI, Bordeaux  
**Jul.2018**     *Dynamic graph drawing*  
Designing and implementing a dynamic graph drawing algorithm.

## Techno

Technologies I use regularly : C++, OpenGL, C#, Unity, Python, Blender

## Languages

French (native), English (TOEIC 990/990)

## Interests

On the side, I enjoy making tutorials and visualiations/illustrations on different computer science related topics. I also participate in game jams.

## Other

Laureate of the prize "Prix des Droits de l'homme René Cassin" awarded by the French Ministry of Education  
– Creation of a video game for a highschool competition