Melvin Even

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EXPERIENCE

PhD Student (Computer Graphics)   2021-2024
INRIA, University of Bordeaux

Thesis: Computer-assisted 2D Animation
My research focuses on developing new methods to design and explore motion for traditional 2D animation by providing real-time animation preview from (rough) key drawings and non-linear editing of the preview (redrawing, trajectory constraints, spacing).

Research Intern (Computer Graphics, 3D Animation)   2020
INRIA

I worked with a PhD student on an artist-guided method for geometric deformations resulting from contacts in 3D animation.

EDUCATION

PhD Student (Computer Graphics)   2021-2024
INRIA, University of Bordeaux

Thesis: Computer-assisted 2D Animation
Supervisors: Pascal Barla and Pierre Bénard
Funds: ANR Mostyle

M.Sc in Computer Science   2019-2021
Bordeaux Institute of Technology

Majors: Artificial intelligence and computer graphics.
Graduated with honours

B.Sc in Computer Science   2016-2021
University of Bordeaux

General computer science curriculum
Graduated with honours

SOFTWARES

Frite

A 2D animation research prototype developed as part of my PhD thesis. The project is based on Pencil2D and was started by the research group I am part of.
The public release of the project is available on Github.

LilTracer

CPU path-tracer and BRDF analyser for personal use. Initially started by a colleague in my research group. I implemented various algorithms for the project. The public release of the project is available on Github.

PUBLICATIONS

[1]   J. Chen, X. Zhu, M. Even, J. Basset, P. Bénard, and P. Barla. "Efficient Interpolation of Rough Line Drawings". In: *Computer Graphics Forum* (2023). DOI: `10.1111/cgf.14946`.

[2]   M. Even, P. Bénard, and P. Barla. "Non‑linear Rough 2D Animation using Tran‑sient Embeddings". In: *Computer Graphics Forum* (2023). ISSN: 1467‑8659. DOI: `10.1111/cgf.14771`.

TALKS

[1]   M. Even, J. Basset, P. Bénard, and P. Barla. "Motion and layout depiction using 2D/3D animation tools". Vision and Depiction. 2024. URL: `https://inria.hal.science/hal-04617731`.

AWARDS

- Best paper award at Pacific Graphics 2023 for *"Efficient Interpolation of Rough Line Drawings"*
- 1st prize at *Prix des droits de l'homme - René Cassin 2014* (national high shcool art competition)

TEACHING EXPERIENCE

Institut d'Optique Graduate School

Numerical methods	2024
MATLAB, linear and non‑linear optimization, FEM for first master's student.	
C++ programming	2024
Introduction to C++ and OOP for first master's student.	

University of Bordeaux

Introduction to computer science	2023
Introduction to computer science for first year students.	

Bordeaux Institute of Technology

Functional programming	2022
Introduction to OCaml and functional programming.	

SKILLS

Languages
French (native), English (TOEIC 990/990), basic Japanese

Technologies
Mainly C/C++, C#, Python, OpenGL, Qt