Melvin Even

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EDUCATION	**M.Eng. computer science**	2019-now

ENSEIRB, Bordeaux Institude of Technology

B.Sc. computer science 2019
University of Bordeaux, graduated top of the class

EXPERIENCE **Research intern - INRIA** June-October 2020
Subject : Artistic control tools for a 3D elastic surface deformer.
Supervisors : Camille Brunel, Gaël Guennebaud, Pierre Bénard
Technologies : C++, OpenGl, Blender

Research intern - LaBRI May-July 2018
Subject : Designing and implementing a dynamic graph drawing algorithm
Supervisors : Guy Mélançon and Bruno Pinaud
Technologies : Python, C++, OpenMP, Tulip Framework

Teaching assistant and tutor 2018-2019
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

PROJECTS **AR data visualisation tool with Unity**
Project conducted during my studies at the request of AKKA research. Here are some aspects I developed :
— Mesh deformation with the Leap Motion
— Self-intersecting mesh detection and correction

INTERESTS Computer graphics, video games, data visualisation, PICO-8, graph drawing.

TECHNOS Technologies I use regularly :
C, C++, OpenGL, C#, Unity

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

Portfolio : `http://mneven.me/`
Github : `https://github.com/Toastation`
LinkedIn : `https://linkedin.com/in/melvin-even`