

Melvin Even

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Website <https://toastation.github.io/>

(last update: November 2020)

Education

2019-2021 **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, graduated top of the class

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 including 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.

Interests

I am interested in 2D and 3D animation, NPR and the general application of AI in computer graphics. On the side, I enjoy making tutorials and visualisations/illustrations on different computer science related topics. I also participate in game jams.

Techno

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

Languages

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

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