

Melvin Even

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EDUCATION	M.Eng. computer science 2019-now <i>ENSEIRB, Bordeaux Institute of Technology</i>
	B.Sc. computer science 2019 <i>University of Bordeaux, Graduated top of the class</i>
EXPERIENCE	Laboratory internship - LaBRI May-July 2018 <i>Supervisors</i> : Guy Mélançon and Bruno Pinaud <i>Subject</i> : Designing and implementing a dynamic graph drawing algorithm <i>Technologies</i> : 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 : <ul style="list-style-type: none">— Mesh deformation with the Leap Motion— Self-intersecting mesh detection and correction
INTERESTS	Computer graphics, video games, data visualisation, PICO-8, graph drawing.
TECHNO	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 for the creation of a video game (highschool competition)
PROJECTS	Portfolio : http://mneven.me/ Github : https://github.com/Toastation LinkedIn : https://linkedin.com/in/melvin-even