# 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**

**Laboratory intership - LaBRI**                                          May-July 2018
*Supervisors* : Guy Mélançon and Bruno Pinaud
*Subject* : Designing and implementing a dynamic graph drawing algorithm
*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 via the Motion Leap
— 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`