# 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, gradutated top of the class*

## Experience

**Feb.2021**   Research intern - INRIA, Bordeaux
**Jul.2021**   *Strokes grouping for 2D animation in-betweening*

**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 (ingroups 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 visualiations/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