Armand Sumo

AR Engineer
Lyon, France | a-sumo.github.io

SKILLS

Programming Languages: TypeScript, Python, C#
Real-Time 3D Engines & Frameworks: Unity, WebGL, OpenGL, Three.js, React-Three-Fiber
AR/VR Development: Lens Studio, Mixed Reality Toolkit (MRTK), WebXR, Spectacles wearable development, interactive AR experiences
3D & Content Creation Tools: SideFX Houdini, Blender, Cinema4D, Manim, 2D/3D asset pipelines
Technical Foundations: Linear algebra, computational geometry, shader programming, real-time rendering, performance optimization

PROFESSIONAL EXPERIENCE

IMAIOS , Front-End Developer (2D & 3D)
March 2025 – September 2025 | Lyon, France

- Implemented interactive annotation tools for the IMAIOS DICOM Viewer with optimized SVG rendering and Cornerstone.js, improving user interactions and responsiveness
- Deployed a 3D anatomical model viewer on the web platform, enabling browser access to high-quality 3D medical educational content
- Developed enhanced features for the e-anatomy web application using Vue 3, TypeScript, Godot, and AWS

Wanadev , 3D Front-End Developer
February 2024 – August 2024 | Lyon, France

- Developed a custom 2D industrial drawing tool using Paper.js for high-precision milling machines
- Implemented 2D and 3D product configurators for home furniture using Three.js/Vue.js front-end and PHP Symfony back-end

Digital Product School by UnternehmerTUM , Front-End Developer Intern
January 2023 – June 2023 | Munich, Germany

- Developed a web application for SAP to facilitate task planning for production engineers
- Built a location-based web application using React, Google Places API, Leaflet, and Spring; created mobile version with React Native and Expo

ArcelorMittal Digital Lab , AR/VR Developer Intern
January 2022 – June 2022 | Maizières-lès-Metz, France

- Developed a cross-platform video live-streaming application for HoloLens 2 using Unity, MRTK, .NET, and Azure, solving visual information access limitations for steel plant operators

PROJECTS

Specs Samples, Sample Projects in Lens Studio with Deployed Lenses for Spectacles
github.com/a-sumo/specs-samples

- Built real-time color sampling tool integrating camera feed processing, custom shaders, and Gemini API for Spectacles AR glasses
- Developed interactive 3D color space visualizations using procedural mesh generation, optimizing performance by replacing VFX particles with GPU-accelerated vertex processing
- Implemented vector field visualizer with procedural 3D geometry and real-time GPU vertex manipulation

EDUCATION

IMT Nord Europe , Engineering Degree (Grande École)
Equivalent to Master's in Computer Science | Graduated May 2023

Lycée Franklin Roosevelt , Classes Préparatoires
Mathematics & Physics | Completed May 2019