Marcus Toma

Computer Science Engineering graduate with Data Science experience, seeking to put to use my diverse skillset while continuously expanding it with new challenges.

English | French | Romanian

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🎓 EDUCATION

Master of Sciences in Computer Science

📍 **INSA** (*National Institute of Applied Sciences*), Lyon, France
Exchange at **POLIMI** (*Politecnico di Milano*), Milan, Italy
Part of the UNITECH International programme
2020 - 2023

Undergraduate Course in Engineering Sciences

📍 **INSA** (*National Institute of Applied Sciences*), Lyon, France
2018 - 2020

Highschool, STEM Biology section

📍 **CSI** (*International Scholar City*), Lyon, France
2015 - 2018

📦 PERSONAL PROJECTS

Game Development   **See portfolio ▸**

Developed and released several fully fleshed and polished video games, both independently and at the head of a team, using various game engines.

- Showcased them at a gaming convention and online.
- Collaborated with music composers for the OSTs.
- Strong emphasis on graphics programming, technical art, and design.

Game Design   UX/UI Design   Graphics Programming

2016 - 2021

☰ TECHNICAL SKILLS

Software engineering	Digital signal processing
Project management	Data engineering
IT systems engineering	Data mining & analysis
Web development	Machine learning
Computer graphics	Deep learning
Technical art	LLM app development

Python · Java · C / C++ · SQL / KQL · Git
Azure · Javascript · React · GLSL · OpenCV
Matlab · Node-Red · Coral TPUs · Adobe CC

References available upon request.

💼 WORK EXPERIENCE

Research Data Scientist

📍 **Option 4.0 x Bühler**, Uzwil, Switzerland
Researching and developing brand-new & innovative data-driven services for the milling industry, handling all the steps from the initial data engineering to the final solution deployment.

Data Analysis   ML Engineering   Cloud Services   R&D   LLMs

2023 - now

AI Engineer Intern

📍 **Onepoint**, Lyon, France
Developed a real-time video feed analysis solution, working on a local network of distributed edge computing devices, wrapped in a gamified demo. Additionally performed business research and analysis across all sectors of the industry to identify further AI solution needs and opportunities.

Neural Networks   Computer Vision   Edge Computing

2022 (4 months)

Full-stack Developer Intern

📍 **CRNL** (*Neuroscience Research Center*), Lyon, France
Designed and developed an online behavioral experiment, using machine learning to analyse mouse movements in real-time and make predictions. Collaborated with neuroscientists in conducting research using it.

Machine Learning   Web Dev   Experiment Design   Gamification

2021 (3 months)

Student Tutor

📍 **INSA**, Lyon, France
Helped undergraduates overcome their struggles in scientific subjects and taught problem-solving methods.

Pedagogy   Maths   Physics

2020 - 2022

Graphic Design Intern + Freelancer

📍 **Lightricity**, Oxford, UK
Redesigned the company's website, visual identity, and marketing material. Then continued work remotely as a freelancer, producing custom illustrations and corporate videos, while managing the website.

Motion Graphics   Video Editing   Photography   Communication

2019 (1 month) + 2020 - 2023