

Marcus Toma

Computer Science & IT engineering student, seeking to expand my skillset and kickstart my career in the context of a 6-months-long internship

✓ d.marcus.toma@gmail.com



+33 6 95 93 25 20



Y Lyon, France



www.marcus-toma.fr



FDUCATION

Master of Sciences in Computer Science

INSA (National Institute of Applied Sciences), Lyon, France Exchange at **POLIMI** (Politecnico di Milano), Milan, Italy

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

EXTRACURRICULAR

Game Developer See more ➤

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 Programming

Game Design

UX/UI Design

2016 - 2021

Communications Manager

Handled communications for the "European Cultures and Identities" student association. Organised many oncampus events and worked towards producing a fully fleshed video documentary.

Event Organisation

Poster Design

2019 - 2020

WORK FXPFRIFNCF

Data Scientist Intern

Onepoint, Lyon, France

Performed business research and analysis across all sectors of the industry to identify AI solution needs and opportunities. Developed, in a team of 3, a real-time video feed analysis solution, working on a local network of distributed edge computing devices.

Neural Networks

Edge Computing

Node-Red

Business Analysis

2022 (16 weeks)

Full-stack Developer Intern

CRNL (Neuroscience Research Centre), Lyon, France

Designed and developed an online behavioural 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 (11 weeks)

Student Tutor

INSA, Lyon, France

Helping undergraduates overcome their struggles in scientific subjects and teaching 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. Currently continuing work as a freelancer, producing custom illustrations and videos, and managing the website.

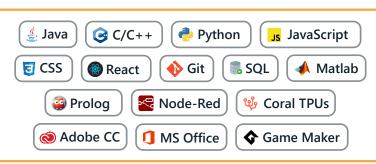
Motion Graphics (Video Editing) (Photography

PowerPoint

2019 (5 weeks) + 2020 - Present

SKILLS & LANGUAGES

Software engineering IT Systems engineering Compiler design Web development Data science Al programming Computer graphics



French **★** C2 English **★** C2 Romanian **★** C1 German **☆** B1 Spanish ☆ A2 Japanese