



# Marcus Toma

Computer Science Engineering graduate with Game Development and 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

### Hightschool, 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  
Project management  
IT systems engineering  
Web development  
Computer graphics  
Technical art

Digital signal processing  
Data engineering  
Data mining & analysis  
Machine learning  
Deep learning  
LLM app development

Python • Java • C / C++ • Javascript • Git  
Azure • SQL / KQL • GLSL • OpenCV • Matlab  
Coral TPUs • Adobe CC • Game Engines

## WORK EXPERIENCE

### Research Data Scientist

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

[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. 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