



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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🌐 www.linkedin.com/in/marcus-toma

🎓 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
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