

# Louis Badr

CREATIVE TECHNOLOGY ENGINEER

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## EDUCATION

2018-2023 **Master's Degree in Engineering at ESILV & Creative Technology Master of Science at IFT**

- ↳ Master focused on innovation, research and manufacturing on the format and in collaboration with the MIT MediaLab  
Leonard de Vinci Graduate School of Engineering - Paris La Défense - [esilv.fr](https://esilv.fr)  
Institute for Future Technologies - DeVinci Innovation Center - [@IFT\\_devinci](https://@IFT_devinci)

2018-2023 **Engineer-Manager double degree program at EMLV - Marketing master program**

- ↳ Leonard de Vinci Business School - Paris La Défense - [emlv.fr](https://emlv.fr)

2020 **Semester at Dorset College Dublin**

- ↳ International exchange - Dublin - Irlande - [dorset.ie](https://dorset.ie)

## EXPERIENCE

2023-2024 **Intern > Research Engineer - HapTID: Haptic technology for recovery of dexterity after stroke**

- ↳ Design and production of vibro-tactile stimulation devices for researchers and medical professionals to evaluate haptics in post-stroke rehabilitation - Study on different hypotheses in healthy subjects  
UMR 8002 – Integrative Neuroscience and Cognition Center - CNRS  
U 1266 - Institute of Psychiatry and Neuroscience of Paris - INSERM

2022-2023 **Master's Project - AugmenTip: Fingertip haptic feedback on a budget**

3 weeks

- ↳ Human-Computer Interaction project - Development of a low-cost and DIY haptic device to augment popular kinesthetic feedback devices with fingertip cutaneous feedback (1DOF contact/pressure and vibrations) - Development of a demo experience with [Cables.gl](https://Cables.gl)

2022

**Internship - Smart Lock IoT device development**

4 months

- ↳ Touchscreen devices attached on cabinets to secure and regulate access to lab equipment with employees and students access cards  
Teacher for the [How to Make Almost Everything elective week](https://HowtoMakeAlmostEverythingelectiveweek)  
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2022 **Kickstarter Project - DECIDE**

- ↳ Successfully crowdfunded product design challenge (1 material, 1 factory, 1000€ raised) - 12-sided origami-inspired dice, covered with whiteboard material to make decision making fun, stimulate creativity and create original games

2019-2020 **Student Project - DeVinci3D Big Printer**

- ↳ Development of large format 3D printers used for student projects  
Optimization of a 1m³ printer designed in 2018 - 2019  
Design and fabrication of a second revamped version

2019-2020 **Charity Mission - Secours Populaire**

3 weeks

- ↳ Fitting out premises for a new Secours Populaire reception center in Angers - France

## SKILLS

**French (native)**

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**English (fluent)**

TOEFL ITP: 657/677 C1 - First Certificate of Cambridge: 183/190 C1

**3D/CAD/CAM**

Fusion 360 - Blender

**Manufacturing**

3D printing (FDM & Resin) - Laser Cutting - CNC Machining

**Software Dev**

Python - Arduino - HTML/CSS/JS - Unity - Linux - Git

**Electronics**

Prototyping - Arduino compatible MCUs - PCB design - Electronics assembly

**Graphic Design**

Figma - Adobe Illustrator - Adobe Photoshop

**Office Software**

Microsoft Office - LaTeX - Zotero

## INTERESTS

Scientific & Maker Culture

Arts - Video Games - Product Design

Aeronautics - Student pilot (PPL) at the Aero Club of Angers Marcé