# merwan**achibet**
## PhD candidate in Virtual Reality

## about

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## languages

French – Native

English – Proficient
(TOEIC 940/990)

Japanese – Notions

## Interests

Virtual worlds, Simulation, Game development, Computer graphics, Dynamic web.

## Education

| | | |
|---|---|---|
| 2012−2015 | **PhD candidate in Virtual Reality** *Multi-finger manipulation of virtual objects with haptic feedback* | Inria Rennes, France |
| 2010−2012 | **Master of Science, with honors** Modelisation, interaction and complex systems. | Université du Havre, France |
| 2007−2010 | **Bachelor of Science** Mathematics and computer science | Université du Havre, France |

## Skills

Programming **C#, C++, Python, Java**

Web & mobile **Javascript, CoffeeScript, HTML5, Android SDK**

Tools **Unity3D, Blender, Bullet, Qt Creator, Visual Studio, Node.js, Git**

## Publications

| | | |
|---|---|---|
| 2015 | **THING: Introducing a Tablet-based Interaction Technique for Controlling 3D Hand Models** M. Achibet, G. Casiez, A. Lécuyer, M. Marchal. ACM CHI. | Seoul, South Korea |
| | **Elastic-Arm: Human-Scale Haptic Feedback for Augmenting Interaction and Perception in Virtual Environments** M.Achibet, A. Gérard, A. Talvas, M. Marchal, A. Lécuyer. IEEE VR. | Arles, France |
| 2014 | **The Virtual Mitten: A Novel Interaction Paradigm for Visuo-Haptic Manipulation of Objects Using Grip Force** M. Achibet, M. Marchal, F. Argelaguet, A. Lécuyer. IEEE 3DUI, Best paper award. | Minneapolis, United States |
| | **A Model of Road Network and Buildings Extension Co-evolution** M. Achibet, S. Balev, A. Dutot, D. Olivier. AgentCities workshop within ANT. | Hasselt, Belgium |
| 2012 | **Co-Evolution of the Road Network and the Land Use in a City** M. Achibet, S. Balev, A. Dutot, D. Olivier. SOMC workshop within ECCS. | Brussels, Belgium |

## Teaching

| 2015 | **INSA, Rennes — Engineering school** | Teaching assistant |
|---|---|---|
| | Introduction to algorithms & object-oriented programming. | |
| 2014 | **INSA, Rennes — Engineering school** | Teaching assistant |
| | Physics simulation for medical applications. | |
| 2010–2011 | **Université du Havre** | Mentoring |
| | The C programming language. | |

## Experience

| 08–09 2012 | **LITIS Lab/Université du Havre** | Research engineer |
|---|---|---|
| | Development of a conversion tool for importing GIS data into graphs. | |
| 03–06 2012 | **LITIS lab/Université du Havre** | Lab internship |
| | Simulation of the parallel evolution of lands lots and road network in a city. | |
| 04–07 2010 | **BNP Paribas, Paris** | Engineer |
| | Development of a back end tool for real estate agents. | |
| 07–08 2009 | **Groupama Transport, Le Havre** | IT technician |
| | Computer maintenance and troubleshooting | |
| 07–08 2008 | **Groupama Transport, Le Havre** | IT technician |
| | Computer maintenance and troubleshooting | |

## Selected side projects

| 2015 | **You are the münster** | github.com/fmdkdd/yatm |
|---|---|---|
| | A platform game made in 72 hours for the Ludum Dare jam as a team of two. | |
| | **Cheapo.js** | github.com/merwaaan/cheapo.js |
| | A CHIP-8 and Super CHIP-8 interpreter written in CoffeeScript. | |
| 2014 | **Boyo.js** | github.com/merwaaan/boyo.js |
| | A Game Boy emulator written in JavaScript. | |
| 2013 | **Sparkets** | github.com/fmdkdd/sparkets |
| | A multiplayer space dogfighting game in the browser. | |