merwan**achibet**
PhD candidate in Virtual Reality

about

129 avenue Aristide Briand
35000 Rennes
France

merwan.achibet@inria.fr
+33 6 0330 5677

people.irisa.fr/Merwan.Achibet
github.com/merwaaan

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**	Inria Rennes, France
	Multi-finger manipulation of virtual objects with haptic feedback	
2010–2012	**Master of Science, with honors**	Université du Havre, France
	Modelisation, interaction and complex systems.	
2007–2010	**Bachelor of Science**	Université du Havre, France
	Mathematics and computer science	

Skills

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

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

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

Hardware **Casques de RV, Motion capture, Interfaces haptiques et 3D, Arduino**

Publications

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

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.	