

# merwanachibet

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

## Experience

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

## Selected side projects

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