

merwanachibet

Ph.D in Computer Science / Virtual Reality

about

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France

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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 | Ph.D in Computer Science
<i>Contributions to the Design of Novel Hand-based Interaction Techniques for Virtual Environments</i> | 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, OpenGL, Bullet, Blender, Qt Creator, Visual Studio, Git**

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

Publications

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

Experience

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

Selected side projects

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