merwan**achibet**

Ph.D in Computer Science / Virtual Reality & 3D Interaction

about

129 avenue Aristide Briand
35000 Rennes
France

achibet.merwan@gmail.com
+33 6 0330 5677

merwanachibet.net
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**	Inria Rennes, France
	Contributions to the Design of Novel Hand-based Interaction Techniques for Virtual Environments	
2010–2012	**Master of Science, with honors**	Université du Havre, France
	Modelisation, interaction and complex systems.	

Skills

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

Tools **Unity3D, OpenGL, Bullet, Blender, WPF, Visual Studio, Git**

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

Hardware **VR headsets, Motion capture, Haptic and spatial interfaces**

Recent publications

2016	**DesktopGlove: A Multi-Finger Force Feedback Interface Separating Degrees of Freedom Between Hands**	Greenville, Unites States
	M. Achibet, G. Casiez, M. Marchal.	
	IEEE 3DUI.	
	Leveraging Passive Haptic Feedback in Virtual Environments with the Elastic-Arm Approach	Journal publication
	M. Achibet, A. Girard, M. Marchal, A. Lécuyer.	
	Presence: Teleoperators and Virtual Environments	
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.	

Experience

08–09 2012	**Insane Unity**	Video game developer
	Contributed to the game-logic architecture, the user interface, the networking and the dynamic music for a massively multiplayer real-time strategy game.	
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	

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.	

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.	