

Dany NASER ADDIN

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French (native)

English (mid-range)

Profile

Graduate of the Master's research program at Polytechnique Montréal. Today, I would like to join a team to bring my experience as a software engineer.

- XR Research Master student at Polytechnique Montreal – Graduate December 2020
- Collaboration with an industrial partner – scholarship granted for good work
- Engineering French diploma in computer science.
- Involved in different kinds of social associations and managing teams for events

Relevant experiences

XR Research Master - M. Sc. A. Polytechnique Montreal

2018 – 2020

Design of an augmented reality interface to manage an autonomous system in a critical situation - Computer Graphics and Virtual Reality Laboratory

- **2 years of work in autonomy** with the research laboratory and the industrial partner;
- Collaboration and assistance on technologies with Humanitas Solutions ;
- Design of an augmented reality application for **Hololens 1.0** and **Magic Leap 1** ;
- Development with **Unreal Engine 4** for **augmented reality and virtual reality (XR)**;
- Running a system of drones for emergency situations. Publication of a scientific paper.
- **Bonus scholarship granted** for assistance provided at the partner's project;

Industrial project - INP Grenoble Esisar and C-TEC Constellium

2017

Design of a Windows software for tablet to digitize aluminum ingot information for the client.

- Work on **specifications, design, deployment and acceptance**;
- Application developed in **C#/WPF with Visual Studio**;
- Recruited full-time for 2 months after the project for **after-sales service at the customer's site**;

Social involvement in student and professional communities

2014 - 2020

High involvement in various university associations as well as industrial partners team management - Project management

- **Intern Affairs Coordinator** - Association des étudiants des cycles des supérieures de Polytechnique Montréal (A.É.C.S.P.) ;
 - Organization and planning of **events** up to **600 people**.
 - **Management** of **teams** up to **30 people**.
- Organizing **afterwork** at Humanitas Solutions;
- Secretary, Treasurer then **President** of the student association Grenoble I.N.P. Esisar ;
- Involved in more than **6 different committees** at Polytechnique Montréal;

Other Experiences

Laboratory officer - Examination corrector (Canada)

2019 - 2020

- Management of laboratory students in the INF2705 course at Polytechnique Montréal (Computer Graphics).
- Student management of the laboratory and correction of subjects.
- Correction of exams for the course INF1005C - Procedural Programming

Engineer Internship – Real time communications with Hololens (Canada)

2018

Computer Graphics and Virtual Reality Research Laboratory - Polytechnique Montréal

- Real-time synchronization of several HoloLens (Microsoft) headsets for one application.
- Network communication, building a database, designing a centralized server.
- Development of a 3D web interface for a wood-processing plant.

Skills: HoloLens – C++ – Unity – Python (Django) – Server/Client – Databases– Computer graphics – Three.js

Formations

Master ès sciences in Computer and Software Engineering

2018 – 2020

Polytechnique Montréal (Institution of Higher Engineering Education - Canada)

Computer Graphics and Virtual Reality Laboratory - Research Director: Benoît OZELL

GPA: 3.86/4

Skills: Artificial intelligence – Machine learning – Computer graphics – Augmented/Virtual reality – Unreal Engine – C++ - Research - Hololens

Engineering diploma in Computer and Software engineering

2013 – 2018

National Institute of Polytechnique Grenoble Esisar – (School of Advanced Systems and Networks Engineering – France)

Computer science, Network and Cybersecurity

GPA: 3.3/4

Skills: Computing and software science – Programming – Cybersecurity – Algorithm – Advanced networks – Project management – Databases - Multimedia – Cybersecurity – Cloud – Video games

Computer and technical skills

- **Computer skills**
 - Algorithm (5 years)
 - Programming (6 years)
 - Databases (5 years)
 - Networks (5 years)
 - Distributed System, Replication, Cloud (6 months)
 - System administration (3 years)
 - Artificial intelligence / Machine Learning (4 months)
 - Security, Network and Software (3 years)
 - Cybersecurity (2 years)
 - HMI: Human machine interfaces (6 months)
 - Computer graphics (8 months)
 - Video games (6 months)
 - Multimedia (1 year)
- **Programming languages**
 - Language C (2 years)
 - Language Java (3 years)
 - Language C++ (1.5 years)
 - Language C# (1 year)
 - HTML / CSS / JavaScript (1 year)
 - Language Unix/Bash (2 years)
- **Softwares**
 - Unity (6 months)
 - Unreal Engine 4 (1.5 years)
 - Visual Studio (5 years)

Interests

Handball

Tennis

Guitar

Piano

New technologies

Movies

Travel

Virtual reality

Cooking

Video games

Learning new cultures