

# Dany NASER ADDIN

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French (native)

English (mid-range)

## Profile

<https://www.dany-naser.com/en/>

*Graduate from Polytechnique Montréal, I would like to join a team to bring my experience as a software engineer.*

- **M. Sc. A.** and **Ing. B** in software and computer science – Polytechnique Montréal and Grenoble
- Looking for a full time **junior** job
- **Motivated, dynamic** and **curious** to learn into team projects

## Computer and technical skills

### • Computer skills

- Algorithm (5 years)
- Programming (6 years)
- Databases (5 years)
- Networks (5 years)
- Distributed System, Replication, Cloud (6 months)
- Augmented/Virtual reality (XR) (1.5 years)
- Node.js (6 months)
- Amazon web services (3 months)
- Git (5 years)
- System administration (Windows – Linux) (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 (1 year)
- Language C++ (2 years)
- Language C# (1 year)
- HTML / CSS / JavaScript (1.5 years)
- Language Unix/Bash (2 years)

### • Softwares

- Unity (6 months)
- Unreal Engine 4 (1.5 years)
- Suite Microsoft Office
- Visual Studio (5 years)

## 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

(Sep – Dec)

- **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.

(Jan – Aug)

- 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

(Sep – Dec)

- 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**

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### **Laboratory officer - Examination corrector (Canada)**

2019 – 2020

(Sep – Dec)

- 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

(Jan – Jul)

- 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**

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### **M. Sc. A. in Computer and Software engineering**

2018 – 2020

*XR Research's master Polytechnique Montréal* (Institution of Higher Engineering Education - Canada)

(Sep – Dec)

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

GPA: 3.83/4

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

### **Ing. B. in Computer and Software engineering**

2013 – 2018

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

(Sep – Sep)

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

