



Marcus Toma

Computer Science Engineering graduate with Data Science experience, seeking to put to use my diverse skillset while continuously expanding it with new challenges.

English | French | Romanian

✉ d.marcus.toma@gmail.com

☎ +33 6 95 93 25 20

🌐 www.linkedin.com/in/marcus-toma

🎓 EDUCATION

Master of Sciences in Computer Science

📍 INSA (National Institute of Applied Sciences), Lyon, France
Exchange at POLIMI (Politecnico di Milano), Milan, Italy
Part of the UNITECH International programme
2020 - 2023

Undergraduate Course in Engineering Sciences

📍 INSA (National Institute of Applied Sciences), Lyon, France
2018 - 2020

Highschool, STEM Biology section

📍 CSI (International Scholar City), Lyon, France
2015 - 2018

📦 PERSONAL PROJECTS

Game Development

[See portfolio](#) ▶

Developed and released several fully fleshed and polished video games, both independently and at the head of a team, using various game engines.

- Showcased them at a gaming convention and online.
- Collaborated with music composers for the OSTs.
- Strong emphasis on graphics programming, technical art, and design.

Game Design

UX/UI Design

Graphics Programming

2016 - 2021

☰ TECHNICAL SKILLS

Software engineering
Agile development
Project management
IT systems engineering
Web development
Business Intelligence

Digital signal processing
Data engineering
Data mining & analysis
Machine learning
Deep learning
Computer graphics

Python • C / C++ • Java • SQL / KQL / MDX • Git
Javascript • React • GLSL • OpenCV • Matlab • R
Prolog • Node-Red • Coral TPUs • Adobe CC

References available upon request.

📁 WORK EXPERIENCE

Research Data Scientist

📍 Option 4.0 x Bühler, Uzwil, Switzerland
Researching and developing brand-new & innovative data-driven services for the milling industry, handling all the steps from the initial data engineering to the final solution deployment.

Data Analysis

ML Engineering

Cloud Services

R&D

LLMs

2023 - now

AI Engineer Intern

📍 Onepoint, Lyon, France
Performed business research and analysis across all sectors of the industry to identify AI solution needs and opportunities. Developed a real-time video feed analysis solution, working on a local network of distributed edge computing devices, wrapped in a gamified demo.

Neural Networks

Computer Vision

Edge Computing

2022 (4 months)

Full-stack Developer Intern

📍 CRNL (Neuroscience Research Center), Lyon, France
Designed and developed an online behavioral experiment, using machine learning to analyse mouse movements in real-time and make predictions. Collaborated with neuroscientists in conducting research using it.

Machine Learning

Web Dev

Experiment Design

Gamification

2021 (3 months)

Student Tutor

📍 INSA, Lyon, France
Helped undergraduates overcome their struggles in scientific subjects and taught problem-solving methods.

Pedagogy

Maths

Physics

2020 - 2022

Graphic Design Intern + Freelancer

📍 Lightricity, Oxford, UK
Redesigned the company's website, visual identity, and marketing material. Then continued work remotely as a freelancer, producing custom illustrations and corporate videos, while managing the website.

Motion Graphics

Video Editing

Photography

Communication

2019 (1 month) + 2020 - 2023