

Brice Peres

Computer science student

EXPERIENCE

FRENCH INSTITUTE FOR RESEARCH IN COMPUTER SCIENCE AND AUTOMATION |

INTERN

(June 2022 - July, 2022) | Grenoble, France

- Generalization of terrain using GPU filtering under the supervision of Joëlle Thollot and Romain Vergne.

GRENOBLE COMPUTER SCIENCE LABORATORY | ENGINEERING ASSISTANT

Sept. 202 - Dec. 2022 | Grenoble, France

- Establishing a state of the art of nudges and behaviour change research related to numeric consumption in households in order to assist Yann Laurillau in his work.

PERSONAL PROJECTS

GAME ENGINE | RUST, OpenGL

Oct. 2022 - Present

- Currently working on a game engine with a friend.

MESH EDITOR | RUST, OpenGL

Oct. 2022 - Present

- Mesh editor that intend to provide simple operations. Can currently display simple scenes with camera controls.

RAYTRACER | RUST

Aug. 2022 | two weeks

- Basic raytracer implementation (running on CPU) with a separate thread showing the image rendering in real time.

AI CHALLENGE | PYTHON

Feb. 2022

PARTICIPATION TO A CONTEST ORGANISED BY NEOVISION | 4th PLACE

- Classification of images among 17 types of wastes with a tiny dataset.

RAYMARCHING | GLSL

2018 - 2020 | a few weeks

- Discovery of 3D programming. Rendering of a few scenes with materials, lights and reflections on Shadertoy.
- Simulation of an atmosphere inspired by the Rayleigh phenomenon.

VISUALIZATION OF PHYSICAL PHENOMENA | PYTHON

Nov. 2021

SET OF PROGRAMS MADE DURING THE PREPARATORY CLASSES TO VISUALIZE CERTAIN PHYSICAL PHENOMENA INPIRED BY THE COURSES

- Electrostatic field of charged particles
- 2D model of a tsunami
- Calculation of the movement of a particle in a tokamak with poloidal correction

ACADEMIC PROJECTS

GRAPHICAL USER INTERFACE | C

May. 2022 | three persons team

IMPLEMENTATION OF A GRAPHICAL INTERFACE IN C, USING UNDERLYING PRINCIPLES OF OBJECT PROGRAMMING

- Event management, callbacks
- Widget display : Top-level, frame, buttons
- Construction and generic handler for geometry managers

WEBSITE



CONTACT



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Brice Peres



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SKILLS

PROGRAMMING

Proficient:

Rust • C++ • C • Python
GLSL • OpenGL

Familiar:

Java • Shell • Assembly
• latex

TOOLS/PLATFORMS

Git • Unity • Blender

LANGUAGES

French | MOTHER TONGUE

English | C1, TOEFL 100PTS

Japanese | A1

EDUCATION

ENSIMAG

ÉCOLE NATIONALE SUPÉRIEURE
D'INFORMATIQUE ET DE
MATHÉMATIQUES APPLIQUÉES DE
GRENOBLE

Sept. 2021 - Present | Grenoble, France
School of Computing

HIGHER SCHOOL PREPARATORY CLASSES

LYCÉE NOTRE DAME DE SION
Sept. 2018 - July 2021 | Marseille, France

INTERESTS

CLIMBING

BOULDERING | ROCK CLIMBING

Sept. 2011 - Present

Participated to a few competitions.

GAMEJAMS

2018 - Present