

Brice Peres

Computer science student

EXPERIENCE

CORYS | ENGINEERING ASSISTANT

May. 2023 – Sept. 2023 | Grenoble, France

- Implemented optimised windscreen effects for a runtime train simulator including rain, snow, dirtiness and cleaning on Unreal Engine 5 in Alain Kocelniack R&D team

GRENOBLE COMPUTER SCIENCE LABORATORY | ENGINEERING ASSISTANT

Sept. 2022 – 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.

FRENCH INSTITUTE FOR RESEARCH IN COMPUTER SCIENCE AND AUTOMATION |

INTERN

(June 2021 - July. 2021) | Grenoble, France

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

PERSONAL PROJECTS

BLACK SEAS VIDEO GAME | RUST, OPENGL

Feb. 2023 - Apr. 2023

- Made a multiplayer game called Black Seas with 4 friends on a game engine we wrote from scratch. Player can control a boat on an infinite ocean and travel between procedurally generated islands. I mainly worked on rendering, terrain generation and the game engine architecture.

RAYTRACER | RUST

Aug. 2022 | two weeks

- Basic raytracer implementation (running on CPU) with a window showing the image being rendered.

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
INSPIRED 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



BricePrs.Github.io

CONTACT



BricePrs



Brice Peres



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SKILLS

PROGRAMMING

Proficient:

Rust • C++ • C • Python
GLSL • OpenGL

Familiar:

Java • Shell • Assembly
• latex

LANGUAGES

French | MOTHER TONGUE

English | C1, TOEFL 100PTS

Japanese | A1

EDUCATION

ENSIMAG

Sept. 2021 - Present | Grenoble, France

École nationale supérieure
d'informatique et de
mathématiques appliquées

HIGHER SCHOOL PREPARATORY CLASSES

LYCÉE NOTRE DAME DE SION

Sept. 2018 - July 2021 | Marseille, France

INTERESTS

CLIMBING

BOULDERING | ROCK CLIMBING

Sept. 2011 - Present

Participated in a few
competitions.

GAMEJAMS

2018 - Present