

# Brice Peres

Engineer in computer science and applied mathematics

## EXPERIENCE

### DASSAULT SYSTÈME | FINAL INTERNSHIP

Sept. 2024 – Mar. 2025 | Paris, France

- Worked in the team responsible of one of the main 3D engine in use at Dassault systeme to improve it's performances.

### 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. 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.

### 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

For a more **exhaustive** and **de-tailed** list of my projects, **please** check out my website :



<https://BricePrs.Github.io>

## CONTACT



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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

### INSTITUTE OF SCIENCE TOKYO, FORMERLY TOKYO TECH

Mar. 2024 - Aug. 2024 | Tokyo, Japan  
Academic exchange in Japan

### ENSIMAG

Sept. 2021 - Mar. 2025 | Grenoble, France  
École nationale supérieure  
d'informatique et de  
mathématiques appliquées

### HIGHER SCHOOL PREPARA- TORY 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.