

# DAVID PEICHO

French computer engineering student  
with experience in computer graphics  
and game development, looking for a 5 to  
6 months internship



## ABOUT ME

Date of Birth  
March 12th, 1995

City of Residence  
Cesson, France

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Email  
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## LANGUAGES

Proficient

C++

JS

GLSL

Experienced

C

Java

C#

Familiar with

Python



## TECHNOLOGIES

Proficient

OpenGL

Blender

Experienced

Android

libGDX

Familiar with

UE4

3DS  
MAX



## LINKS



[www.github.com/DavidPeicho](https://github.com/DavidPeicho)



[www.linkedin.com/in/david-peicho](https://www.linkedin.com/in/david-peicho)



## EDUCATION

### 5th YEAR STUDENT IN COMPUTER ENGINEERING

EPITA, Paris Sep 2013 - Current

EPITA is an engineering school in 5 years which prepares its students for the career of computing engineering.

### COMPUTER SCIENCE

Griffith College Dublin Jan 2015 - May 2015

A five months abroad semester made in Dublin, Ireland.



## EXPERIENCE

### ASSISTANTS MANAGER AT EPITA

Epita, Paris Jan 2017 - July 2017

Managed a team of **30+** assistants teaching **C++**, **Java**, and **SQL** technologies to a pool of **350+** third year students. I was in charge of:  
- Managing and monitoring the budget and the projects;  
- Solving assistants and students personal issues.

### INTERNSHIP AT SKETCHFAB

Sketchfab, Paris Sept 2016 - Jan 2017 [www.sketchfab.com](http://www.sketchfab.com)

JavaScript

In charge of implementing a **SSAO** post-process, and **gITF** model loading.

JavaScript

Implementation of an **ASTC** texture decompressor.

### INTERNSHIP AT AERYS

Aerys, Paris May 2015 - Sept 2015 [www.aerys.in](http://www.aerys.in)

C++

Development of a 3D game using the **Minko Engine**.

JavaScript

Development of a set of small 2D games, using **ReactJS**, **CreateJS**, and **HTML5**.



## PROJECTS

**ArtFlow** - JS, Tree.js, GLSL

[www.github.com/DavidPeicho/artflow](https://github.com/DavidPeicho/artflow)

3D frontend software to draw in VR (Tilt Brush like). Currently in progress.

**FPSDesigner** - C#, WPF, XNA, HLSL

[www.fpsdesigner.com](http://www.fpsdesigner.com)

3D software allowing non-programers to create their own 3D game without knowledge in computer science.

**PatternTrackingController** - C++

[www.github.com/DavidPeicho/pattern-tracking-controller](https://github.com/DavidPeicho/pattern-tracking-controller)

Tiny real time arrow recognition library used to control a game character.

**EnvKit** - C++, OpenGL, TBB

[www.github.com/albedo-engine/env-kit](https://github.com/albedo-engine/env-kit)

Tool computing irradiance map on CPU/GPU for Image Base Lightning.

**Tiny3DLoader** - C++

[www.github.com/DavidPeicho/tiny3Dloader](https://github.com/DavidPeicho/tiny3Dloader)

Headers-only library loading obj and glTF2.0 3D scenes.



## LANGUAGES

FRENCH

Native

ENGLISH

Toeic (935)

SPANISH

Elementary



## INTEREST

• Cinema

• Judo

• 3D modeling

• Working out

• Video games

• Traveling