

Pierre Hubert-Brierre

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<https://github.com/Pierre-HB>

Computer Science student Experience

Curriculum:

- 2022- University Claude Bernard (Lyon), M2 ID3D
- 2020-2022 Ecole Normal Supérieur (Lyon), Computer Science Department
- 2018-2020 MPSI, MP* School St-Louis (Paris)

Certificates:

- 2021 **Joint Honours Degree**, *Mathematics and Computer Science*, University Claude Bernard (Lyon)
- 2018 **Baccalaureate**, *S (SI) European with highest honour*, High School Jules Ferry (Cannes)

Professional experience

- 2022 **Internship**, *University of Edinburgh*, Edinburgh, 12 weeks
Machine learning for 3D scene generation, with Kartic SUBR
- 2021 **Internship**, *INRIA laboratory*, Bordeaux (France), 6 weeks
Modeling of Thin film for the graphic engine MALIA, with Pascal BARLA
- 2014 **Internship**, *Company Cochlear*, Bruxelles (Belgium), 1 week
Introduction to the world of research

Personal projects (github.com/Pierre-HB)

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| 2018 | 2D game in JAVA using LWJGL | 2019 | First 3D engine using Python |
| 2019/2020 | Improvement of my 3D engine using Python et Ocaml | 2020 | 3D engine using OpenGL with JAVA |
| 2020 | First ray tracing algorithm using JAVA | 2020 | Greedy algorithm to solve the Travelling salesman problem with hight optimisations using C++ |
| 2022 | Ray tracing algorithm to render displacement map using C++ | 2022 | Fractal tree using Implicit surfaces using C++ |
| 2022 | Implementation of basic computation on triangulation (Ruppert and Lawson algorithms) | 2022 | Procedural generation of city and road using C++ |

Language

English C1

French Mother tongue

(with Cambridge Advanced Certificate)

Programming languages

○ JAVA ○ C ○ C++ ○ Python ○ Ocaml

Miscellaneous

Interests:

- Rendering games
- Ballroom dance

Qualities:

- Versatile
- Autonomous