

# Pierre Hubert-Brierre

Computer Science student

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

## Experience

### Curriculum:

- 2020- 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.  
Intoduction to the world of research

## Personal projects ([github.com/Pierre-HB](https://github.com/Pierre-HB))

- |           |  |      |  |
|-----------|--|------|--|
| 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++ |      |  |

## Language

English B2 / C1

(preparing the Cambridge Advanced Certificate)

French Mother tongue

## Programming languages

○ JAVA      ○ C      ○ C++      ○ Python      ○ Ocaml

## Miscellaneous

### Interests:

- Rendering games
- Ballroom dance

### Qualities:

- Versatile
- Autonomous