



SKILLS

Softwares

Unity
Unreal Engine 4
GitLab/GitHub
Eclipse
Matlab
Modélio (UML)
Visual Studio
Visual Studio
Code
Qtcreator



Programming languages

C/C++
C#
Python
HTML/CSS
JS/TS
SQL
Qt
Java



languages

French
English
Spanish



CONTACT

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🔗 My Portfolio :
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Pierre Courtel--Sourdeau

ENGINEERING STUDENT

GOALS

Work in video games to develop innovative concepts and contribute to the creation of new games.

I am therefore looking for a **six-month** internship.

WORK EXPERIENCE

Computer Science Projects

Projects UQAC-ENIB | 2020 - Present

AI projects, use of **expert systems**, state machine, steering behavior and **path finding**.

Development of a 3D **physics engine** in C++ and OpenGL.

Creation of several games:

A platformer on **Unity** during a **GameJam**.

A 3D exploration and puzzle game developed in 5 months on the **Unreal Engine 4**.

A roguelike in isometric view developed in 4 months on **Unity**.

I took on the roles of **gameplay programmer/designer**, **AI programmer** and **scrum master** in these projects.

Implementation of the scrum method in these projects.

Application of **user centered design**, **persona** and **interviews** in most of these projects.

Cervval (internship and fixed-term contract)

engineer apprentice internship , Brest | 2020 - 9 months

Realization of a **serious game** on medicine exercises in **virtual reality** communicating via **Websocket** and **HTTP** to a website.

Training on an internal company **game engine**, based on

OpenGL and **C#**. Deepening my skills in **C#**. Creation of a **website** with **Bootstrap**, **Typescript** and **HTML** while using the **scrum** method.

Following this internship, a fixed-term contract of 5 months on a web project. Development of my skills in programming and agile project management.

B<>COM

technical internship, Brest | 2019 - 2 months

Development of an **HMI** using **QT** managing several **Zigbee** sensors via a **USB dongle**. Development in **C/C++**, **scrum**.

EDUCATION

Double degree in development of video games

UQAC, Chicoutimi | 2020 - Present

Double degree in development of video games during 1 year in Canada.

TOEIC

ENIB, Brest | 2019

Score of **980/990**

General Engineering Study

ENIB, Brest | 2016 - Present

Engineering study in computer science, electronics and mechanics.

Saint Louis de Gonzague high school

Saint louis de Gonzague, Perpignan | 2013 - 2016

High School diploma, with honors, at **16** years old