

PÉROT ALEXANDRE

VFX/Technical Artist

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in <https://fr.linkedin.com/in/alexandre-perot>

Portfolio: <https://alexandre-pr.github.io/portfolio/>

EDUCATION

Engineering degree (Master of science)

École polytechnique (I'X)

📅 2018 – 2023

📍 Palaiseau, France

- Ranked 12/545 at the graduation ranking with a 3.98 GPA.
- Computer graphics and Artificial intelligence track.

Master's Degree - Game and Interactive Media – Programming

Cnam Enjinin

📅 2022 – 2023

📍 Angoulême, France

- Worked in programming, vfx and technical art for 4 games and interactive experiences projects including [Death of Internet](#) 🎮.

Specialized Master - Interactive Digital Experience (Gap Year)

Gobelins and Cnam Enjinin

📅 2021 – 2022

📍 Paris, France

- Master classes on game development including: Game design, Level design, UX design, Narrative design.
- Designed and produced 4 games and interactive experiences including a 4-month team project [Amon](#) 🎮.

Intensive scientific training for competitive entry to top tier engineering schools (CPGE MPSI)

Lycée du Parc

📅 2016 – 2018

📍 Lyon, France

- Ranked 1/35 the last year with a 3.93 GPA.

EXPERIENCE

VFX Art internship

Ubisoft Paris HD

📅 Mar. – Aug. 2023 (6 months)

📍 Montreuil, France

- Produced gameplay and environmental visual effects in an in-house game engine.

Game Programming internship

Innerspace-VR

📅 Feb. – Aug. 2022 (4 months)

📍 Saint-Ouen-sur-Seine, France

- Programmed gameplay features on VR game projects in Unreal Engine.
- Produced and implemented procedural character animations for [Another Fisherman's Tale](#) 🎮.

AI-research internship

Sony Computer Science Laboratories

📅 Apr. – Aug. 2021 (5 months)

📍 Paris, France

- Conducted experiments on self-supervised learning neural networks for music synthesis applications.

AI development internship

Fujitsu

📅 Jun. – Aug. 2020 (3 months)

📍 Palaiseau, France

- Developed Object Detection and Tracking APIs using neural networks.

Education and tutoring internship

Le Valdocco organization

📅 Oct. 2018 – Mar. 2019 (6 months) 📍 Argenteuil, France

- Hosted cultural workshops and academic tutoring for 100 teenagers.

SKILLS

Programming

- Game Programming: Unreal Engine, Unity 3D
- Languages: HLSL/GLSL, C++, C#, Python, Java
- Web Programming: HTML, CSS, JavaScript

Game Art

- Procedural: Houdini, Embergen, Substance Designer/Painter
- Real-time VFX: Niagara (UE), VFX-Graph (Unity), Adobe Animate
- 3D Modeling: Blender, ZBrush
- Digital 2D Art: Adobe Photoshop, Illustrator
- Video Editing: Adobe After Effect

LANGUAGES

- French: Native
- English: Fluent (C2)
TOEIC (990/990) - TOEFL (112/120)
- Japanese: Intermediate (B1)
- German: Intermediate (B1)

PROJECTS

[Death of Internet](#) 🎮 - Unreal - Narrative game

📅 2022 - 4 months

👥 Team of 11

- Built a custom Unreal Engine version with stylized shading models to support the art direction.
- Implemented technical solutions for visual effects, including a dynamic simulated water surface shader.

[Amon](#) 🎮 - Unity - Adventure-puzzle game

📅 2022 - 4 months

👥 Team of 4

- Conceived a stylized art direction and produced according game assets.

[Ray Tracing Engine](#) 🎮 - C++ - Ray Tracing

- Developed a parallelized CPU PBR ray tracing graphics engine with a Voxel-based scene representation for faster shadow and AO computations.

INTERESTS & ACTIVITIES

- Digital painting 🎨: Created assets for projects.
- Music: Learned piano and music for 15 years (4 years at the conservatory of Aix-en-Provence), played at concerts, composed pieces.
- Dance: Practiced for 8 years, performed in a school musical.
- Gaming: Zelda, Genshin Impact, Dragalia Lost, Splatoon, Hades, Super Smash Bros....