

PÉROT ALEXANDRE

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

EDUCATION

Master's Degree - Game and Interactive Media

CNAM ENJMIN

📅 2022 – present 📍 Angouleme, France

- Programming major.
- Expected graduation in 2023.

Specialized Master - Interactive Digital Experience

Gobelins and CNAM ENJMIN

📅 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 3-month team project [Amon](#).

Engineering degree (Master of science)

École polytechnique (I'X)

📅 2018 – present 📍 Palaiseau, France

- Ranked 12/545 at the graduation ranking with a 3.98 GPA.
- Computer graphics and Artificial intelligence track (Computer Animation, Image Synthesis, Computer Vision, Reinforcement Learning...).
- Other classes include: Mathematics, Fluid Mechanics, Humanities (Painting, Animation, Cognitive Science).

Intensive scientific training for competitive entry to top tier engineering schools

Lycée du Parc

📅 2016 – 2018 📍 Lyon, France

- Ranked 1/35 the last year with a 3.93 GPA.
- Mathematics, Physics and Computer Science majors.

EXPERIENCE

4-month Game Programming internship

INNERSPACE-VR

📅 Feb. 2022 – Aug. 2022 📍 Saint-Ouen-sur-Seine, France

- Programmed gameplay features on VR game projects in Unreal Engine 4.
- Produced and implemented procedural character animations.

5-month AI-research internship

Sony Computer Science Laboratories

📅 Apr. 2021 – Aug. 2021 📍 Paris, France

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

3-month AI development internship

Fujitsu

📅 Jun. 2020 – Aug. 2020 📍 Palaiseau, France

- Developed Object Detection and Tracking APIs using neural networks.

6-month internship

Le Valdocco organization

📅 Oct. 2018 – Mar. 2019 📍 Argenteuil, France

- Designed, organized and hosted workshops, cultural trips and academic tutoring for 100 children and teenagers from underprivileged areas.

SKILLS

Programing

- Game Programing: Unreal Engine, Unity 3D
- Graphics/Shader: HLSL
- C++, C#, Python, Java
- HTML/CSS

Game Art

- Procedural Modeling and Simulations: Houdini
- Real-time VFX: Niagara (UE), VFX-Graph (Unity)
- 3D modeling: Blender, ZBrush
- Texturing: Substance Designer/Painter
- Digital painting: Photoshop
- Video editing: After Effect

LANGUAGES

- French: Native (C2)
- English: Fluent (C2)
- Japanese: B1
- German: B1

PROJECTS

Death Of Internet - Unreal - Narrative game

📅 2022 - current 👥 Team of 11

- Implemented customs shading models to support the art direction.

Amon - Unity - Adventure-puzzle game

📅 2022 - 4 month 👥 Team of 4

- Designed and programmed gameplay features including a 3rd person controller and AI navigation.
- Conceived the art direction and produced 2D concepts, 3D models including 2 character meshes and stylized shaders and VFXs.

High Res Sparse Voxel DAGs - C++ - Ray Tracing

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

INTERESTS & ACTIVITIES

- Digital painting: Created assets for various 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: Fond player of adventure games and RPGs.