Pierre-Raphaël Wozny

Software engineer looking for a full-time position in France/Europe, Canada or the US

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📍 Lille, France

🕹 https://pierreraphaelwozny.itch.io

in https://www.linkedin.com/in/pierre-raphaël-wozny

EDUCATION

Software engineer degree, *Polytech Grenoble*
2018 – 2023
- Software engineering
- Data, sound and image processing

Master's degree in video games development,
Université du Quebec à Chicoutimi
2022 – 2023

SKILLS

Programming (Javascript, Python, C#, C/C++, Java)

Image/3D (Unity, OpenCV, VR, Unreal Engine, OpenGL, GLSL)

IA (Pytorch, Sci-kit Learn, PyGAD, Unity ML-Agents)

Software (Git, Perforce, Jira)

Soft skills (Learner, Teamwork, Problem-solving)

LANGUAGES

French | English

PROFESSIONAL EXPERIENCE

SteelSeries,
6 Month Internship - Tool/Software Developer ⧉
08/2023 – 02/2024
- Working for a US/French team in SteelSeries, one of the world leaders in gaming hardware
- Design and development with **React** and **Python** of a software tool for generating configurations from images and videos for automated video clip captures
- Close collaboration with the team to ensure seamless integration of the tool into the existing ecosystem

Laboratoire d'Informatique de Grenoble,
3 Month Internship - R&D Developer
04/2022 – 07/2022
- Research into various new methods for treating VAD (Voice Activity Detection) sytems output data to create speech segmentation
- Development and training of supervised (**Python**, **Pytorch**, **Scikit-Learn**) learning models
- Writing of a scientific article ⧉

AWARDS

Game Jam, *Winner of Coding Blocks Jam '23*
- Made a rythm game with **Unity** in 72h on the theme "Everything is backwards"
- itch.io/chromascore ⧉

PROJECTS

Abstrack, *First-person parkour game*
- itch.io/abstrack ⧉
- **Unity, C#**

DJVR, *VR DJ Game*
- itch.io/djvr ⧉
- **Unity, C#, OpenXR**

Butterfly, *VR puzzle-solving game*
- itch.io/butterfly ⧉
- **Unity, C#, OpenXR**

3D engine
- Made a physic engine from scratch with **OpenGL (C++ with GLFW) & ImGui**
- Implementation of forces, rigidbodies, particles and collisions

MetropolIA, *Development of a serious game to popularize data science*
- Worked for a customer in a team of 10 people with **Unity**

INTERESTS

Sport | Beatmaking | Video Games