



PAUL Viudes

Apprentice XR engineer

Contact

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Education

2019 - 2022

Engineering degree in
Computer science and Multimedia
Enjimin- Cnam

2017 - 2019

Techical degree in computer science
specialized in digital imaging
Aix-Marseille University

2015 - 2017

French and Spanish scientific
high school diploma (Bachibac)
Martigues High school

2010 - 2017

Percussion and Music
Theory Diploma
Martigues Music Conservatory

Skills

- Unity
- Unreal Engine
- C++ (OpenGL)
- Cubase / Wwise
- Jira / Trello
- Blender

Languages

- English : TOIEC 840
- French :Native
- Spanish : C1

About me

Hello, I'm Paul Viudes. I am an apprentice engineer in virtual and augmented reality at CEA. I have worked as a project manager and developer on several projects using real time engines. I am looking for a 3 months internship to validate my engineering degree.

Experience

XR engineer apprenticeship

2019 - 2022 CEA (Alternative Energies and Atomic Energy Commission)

During this apprenticeship, I have developed on many technologies like AR, VR, and haptics. The objective was to help in the qualification and design of a nuclear fusion machine.

1st prize at the Global Game Jam Var

2021 Global Game Jam Var

With "lost and found" as a theme we made a narrative puzzle game mixing 2d and 3d called "les secrets de papi".

VR developer trainee

2019 UIMM (Union of Metallurgies Industries)

During this internship, I had to realize a VR serious game in multiplayer for the work methodologies learning in the industries. I also realized a training in VR with users statistics recovery.

Hobbies

- Create Video Games
- Watch genre films
- Play Guitar/Percussion/Bass
- Climbing