



Contact

- ☎ 00 33 761 935 596
- ✉ paulviudes17@gmail.com
- 📍 2B Traverse du Mas de Gidde,
13500 Martigues, France

Education

2019 - 2022

Master of Engineering in
Computing and Multimedia
Enjimin- Cnam

2017 - 2019

Two-years technological diploma
specializing in computing
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
- Cubase / Wwise
- Unreal Engine
- Jira / Trello
- C++ (OpenGL)
- Blender

Languages

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

PAUL Viudes

Apprentice XR engineer

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 month internship to validate my engineering degree from Mars to May 2022.

Experience

XR engineering apprenticeship

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

During this apprenticeship, I have developed on many technologies like AR, VR, and haptics. My end-of-study project will focus on the creation and automation of procedural sound environments in VR.

Beyond Arts Project

2021 ENJIMIN-CNAM

"Beyond arts" aims to offer accessible concerts in virtual reality for all artists. We wanted to break the barrier between the artist and the public by offering different environments and interactions depending on the artist's performance.

1st prize at the Global Game Jam Var

2021 Global Game Jam Var

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

Hobbies

- Creating Video Games
- Playing Guitar/Percussion/Bass
- Watching films
- Climbing