

Pierre Vigier

Game developer

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📄 pvigier.github.io

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Education

- 2017 – 2019 **MSc in Computer Science**, *EPFL*, Lausanne.
Information Theory and Coding, Cryptography and Security, Machine Learning, Foundations of Software, Intelligent Agents, Advanced Computer Graphics and Advanced Algorithms.
- 2015 – present **MOOCs**, *Stanford*, *EPFL*, *UCSD*.
Machine Learning, Functional Programming, Computer Graphics, Automata, Data Mining and Game Theory.
- 2015 – 2017 **Engineering School**, *CentraleSupélec*, Gif-sur-Yvette.
Probability, Statistics, Signal Processing, Software Engineering, Algorithms, Networks, Operating Systems, Computer Architecture, Numerical Methods, Big Data and Electrical Engineering.
- 2013 – 2015 **Preparatory classes for grandes écoles**, *Lycée Louis-le-Grand*, Paris.
Foundations in Mathematics, Physics and Computer Science.
- 2012 – 2013 **Baccalauréat Série S**, *Lycée Madame de Staël*, Montluçon.
With the highest honors.

Experience

- September 2018 – March 2019 **Software Engineer intern**, *Microsoft*, Paris.
- June 2017 – August 2017 **Research intern**, *LIMOS*, Clermont-Ferrand.
Detection of arthritis using medical images of hands.

Skills

- Programming
- C, C++ (OpenGL, SFML, Qt)
 - Java, Scala (Spark)
 - Python (Scientific libraries, PyTorch, TensorFlow, Django)
 - Matlab, L^AT_EX(Beamer)
 - HTML5, CSS3, LESS, JavaScript, TypeScript, React, SQL
- Systems
- Linux (Debian), Windows
- Languages
- French (mother tongue)
 - English (advanced)
 - Spanish (beginner)

Side projects

- 2018 – present Maintainer of several open-source projects on GitHub.
- 2017 – 2018 Member of PolyGameDev (EPFL).
Project manager and developer for the video game Vagabond.
- 2015 Won the Challenge Startup Kick-off (Université Paris-Saclay).
- 2013 2nd prize at the *Olympiades académiques de chimie* (Clermont-Ferrand).
- 2012 1st prize at the *Olympiades académiques de mathématiques* (Clermont-Ferrand).
- Hobbies Reading (sci-fi and fantasy), 3D modeling, video game programming.