

Aurélien Pocheville

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🌐 slurdge.work

🔗 github.com/slurdge 📁 bitbucket.org/slurdge [linkedin.com/slurdge](https://www.linkedin.com/company/slurdge) 🌐 slurdge.org 🐳 [docker/slurdge](https://docker.slurdge)

★ Experience and projects

2020-2021

Chief Technical Officer at LightbulbCrew

- Overall supervision of technical stack for Unity and Unreal games
 - CI/CD infrastructure on AWS
 - Data pipeline
 - Consolidation of infrastructure
 - Procedural environment R&D
- Engineering team management and recrutement
- Strategy and technical planning

2020

Entrepreneur/CTO at Entrepreneur First

- Part of a 60 cohort selected among thousands of applicants
- Created NimbleApp, a productivity solution for Sales & Marketing teams

2021-2017

Freelance and consulting

- Consulting for Publicis (undisclosed project with a global leader in cosmetics)
 - AI & Deep Learning
 - Tensorflow & Keras
- Freelance work for a video publishing company
 - Technical consulting
 - R&D management
- Freelance work on an Unity serious game
 - Overhauled the whole system: architecture, build, asset pipeline
 - Went from demo to shipped product in under 2 months
 - Had only positive feedback from client
- Researched and worked on NFC and NFC security (presenting a talk at [Pass The Salt 2019](#))
- Worked on microcontrollers and IoT, especially ARM architecture
 - Ported Micropython to a STM32 board (which did not have enough space)
 - Worked on [TOMU](#), a very small open hardware open source board that can be used for U2F
- Reverse engineering of various application (e.g. LINE chat app)
- Consulting for an indie video game company

2017-2011

[Nintendo European R&D](#) — Chief Innovation Officer (since 2013), France & Japan

- **Created and managed** a team of 10 highly skilled engineers
- **Created and launched** the Nintendo Entertainment System: NES Classic Edition
- **Created and launched** the Nintendo DS emulator for WiiU
- Created a multi-platform Rapid Application Development framework. Used most notably in

Nintendo Anime Channel

- Put in place processes, tools and team management methods
- Conducted business intelligence and innovation
- Organized hackathons

2011-2007

Wizarbox — Platform and game engine developer

- Worked on the following games
 - Undisclosed project on 3DS
 - Heroes of might and magic (Microsoft Xbox360, Sony PS3) — unreleased
 - Risen (Microsoft Xbox360), Risen2 (Microsoft Xbox360, Sony PS3)
 - SoBlonde (Nintendo DS, Nintendo Wii), SoBrunette (Nintendo DS, Nintendo Wii)
 - Graymatter (Microsoft Xbox360, PC)
- Wrote an adventure game engine and tools for DS, Wii, PC, PS3
- Realized game engine optimization and porting
- Embedded script engines (LUA)

2007-2003

IBISC — PhD student

- International publications (IROS 2004, TexCra 2004, HAVE 2005, ICRA 2006).
- Innovative thermal devices creation (heat&cold sensations) with USB interface to PC software.
- Writing of constraint-based physics engine.

2003

3rd year internship at Laboratoire des Systèmes Complexes: OpenGL and haptics framework.

2002

2nd year internship at CityPassenger : HMI creation on PDA

2001

1st year internship at Photoways/Photobox : PHP, partnerships, intranet technologies.

1999

Summer job at Chevron Chemical SA : Visual Basic, network management, e-mail tools.



Skills

Innovation

Fostering innovation, business intelligence.

Management

Engineering team management, project planning, weekly&monthly reporting. Pushing teams forward.

Technical

Very strong technical expertise in many languages (C++, C#, C, Python). Avid learner of new technologies.

Scientific

High skills in mathematics and physics, as well as in virtual reality techniques.

Human

Fast to adapt and learn new project and technologies. Team player.



Education

2007-2003

PhD Student in high fidelity virtual reality and haptics.

Haptic studies the touching sensation and its applications in virtual reality.

2003-2000

ENSIIE (Enterprise and Computer Science Institute) – Diploma in 2003

2000-1997

Preparatory classes in Mathematics & Physics.

