

# Aurélien Pocheville

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## About

” In the field of technology, entertainment and video games for 20 years, I build and managed various projects and teams, from video games to full video game consoles. Most notably, I created, managed and successfully launched the [NES Classic Edition](#), also known as the 'NES Mini' in a very short time frame. For that, I assembled a team of 10 people focusing on emulation technologies at Nintendo. Recently I was Chief Technical Officer for LightbulbCrew working on new projects following [Othercide](#). Before that, we created the [Nintendo DS emulator for WiiU](#) with a full blown suite of tools to aid development. I have also been creating game engines and games for Nintendo DS, Wii, Xbox360 and PS3. In parallel, I am currently consulting various companies in the fields of technology, IA and video games. I am always looking for challenging proposals and exciting projects. My skill set includes managing highly performing engineering teams, technical management, project planning and technical expertise, with a breadth and depth of subjects.

## ★ Experience and projects

2022-2017

Consulting and freelance work

- Contract work for Forever Entertainment (Front Mission 1st: Remake)
  - Deep reverse engineering
  - Architecture in Unity
- 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 indy video game company

2021-2020

Chief Technical Officer at LightbulbCrew

- Created a new recruitment process for engineering
- Performed technical mentoring and education of employees

- Participated in Executive strategy
- Responsible for technical planning and deadlines
- Overall supervision of technical stack for Unity and Unreal games
  - Procedural environment R&D
  - Comprehensive cloud-agnostic CI/CD infrastructure
  - Data pipeline
  - Consolidation of infrastructure in a remote-based context

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

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

3<sup>rd</sup> year internship at Laboratoire des Systèmes Complexes: OpenGL and haptics framework.

2002

2<sup>nd</sup> year internship at CityPassenger : HMI creation on PDA

2001

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

1999

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

## 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 and technologies (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.

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