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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 (undisclosed project)
    - 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 NimblyApp, 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

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 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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