



Pierre PLANEAU

Passionate and motivated
*I look for a 6 month internship in the
video game industry from February 2017*

GAMEPLAY PROGRAMMER

Experience and games made

EnigmaVR • Gameplay Programmer / Level Designer

- VR experience made with Unreal Engine 4 and Oculus Rift
- I took care of the entire level design, integration of the various assets and the fundamental source code of gameplay

BuilderLand 2: Origins • Programmer

- 2D game made with Unity 5 in 36 hours, winner of the Retro Game Jam 2015
- I did the tiles system, the parallax system and the assets integration

NanoVoxel • Programmer

- I created a real time 3D engine in C++ based on voxels with infinite procedural generation on all axis

ACS - Xerox (2013) • Trainee developer

- Development of an image analysis module to perform OCR, image comparison and image recognition

[See more](#)

Education

- 2017 • Master Images Games and Intelligent Agents (current) • Montpellier University
- 2015 • Bachelor in Computer Science (with honors) • Aix-Marseille University
- 2014 • Engineering School in Computer Science (dropped) • Polytech' Marseille
- 2013 • Technical Degree in Computer Science (with honors) • Aix-Marseille University

Competences

- Object Oriented Programming ★★★★★
- C / C++ ★★★★★
- Java ★★★★★
- Unreal Engine 4 ★★★★★
- Unity 5 ★★★★★
- Web Programming ★★★★★

Miscellaneous

Languages

- French Mother tongue
- English Fluent
- Italian High school level

Hobbies

Traveling, hiking, reading (science-fiction, fantasy), cinema and series enthusiast, science in general.

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