Pierre Brunet de Monthelie

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Software engineer
Pipeline Development, Imaging, Research

Competences

Langagues	Python (Django), C, C++, C#, Java, GMPL, Bash, MySQL
Systems	Gnu/Linux (Ubuntu, Debian), Microsoft Windows, HP1000
Theory	Graphs, Optimization, Image analysis and processing, Pattern recognition
Tools	Eclipse, Logiciels JetBrains, Git, HTML/CSS, SciLab, MatLab, LaTeX, Unity3D, Python
Languages	French, English (C1 Level, BULATS diploma 2014)

Professional experience

2018 **End-of-studies project - 6 months**, *TeamTO BLV*, Pipeline Development.

Main missions in Python and MEL:
- Conception, implementation and maintenance of a remote playblasting pool for Maya and Blender
- Maya applications and scripts:
  - Several animation tools (mirroring, flipping, animation copy and mirror, smoothing)
  - Reformatting of playblasting tools for Maya
  - Development of a part of a pipeline for Maya 2015
- Development of generic cutting and creation tools of movies

2016 **Internship in laboratory - 6 months**, *Partnership between UTBM and Alstom*, Java - JavaFX - C, Development projects for a train simulator.

Main missions :
- Java Reverse Engineering
- Development of an interface to visualize train physics (DLL library, JavaFX modules, Java Native Access)

Formation

2015
2018 **Engineering Degree**, *Université de Technologie de Belfort-Montbéliard*,
Speciality : Computer Science.
Option *Imaging, Interaction and Virtual Reality*

2013
2015 **Integrated preparatory class**, UTBM.
Diplôme d'Études Universitaires de Technologie passed in 2015

2012
2013 **High School Level Diploma speciality Mathematics**.

University projects

Serious game	Sword fight simulator with artificial intelligence (Unity3D) - Group project - 6 months - Development with Virtual Reality headset
Algorithm	Crowd simulator in SARL (Oriented Agent Programming Language) - Group project - 1 month
Imaging	Creation of an animated 3D scene in C++ - Group project - 1 month
Algorithm	Optimization in graphs and operational research in Python and Java - Group project - 2 months

Volonteer work

2015 **Computer team in the Association des Étudiants de l'UTBM**.
Main missions :
- Conception and programming of web applications in Python (Django)
- Management of the computer park of Association des Etudiants

2017 **Responsible of the Convention du Troll Penché**, *Association des Étudiants*, Boardgames, Roleplaying games for families, 800 people reception at Montbéliard.

Hobbies

Hobbies	Reading, Climbing, Open Source, Boardgames and Role Playing Games
Organization	French diploma of organizer – 2013 – Summer camps since 2010