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SOFTWARE ENGINEER / ARCHITECTURE and other creative pursuits

SOFTWARE ENGINEERING SKILLS

Languages: C/C++, C#, various scripting languages, CG, HLSL, GLSL, PHP/MySQL, CSS.
Platforms: Windows/OSX, IOS, Android, PS3, Xbox 360, Wii, Linux.
Skills: Advanced knowledge of common Design Patterns and Idioms, UML, STL, Boost libraries, Win32 API, DirectX and OpenGL, OpenAL, XML/JSON, static and dynamic libraries, plugin systems, video game development, 3D rendering, mathematics/physics.
Engines: Unity3D, Havok Physics and Animation, PhysX, ODE, Newton Game Dynamics, Bullet Physics, Ogre3D, WxWidgets and many others.

ARCHITECTURAL & DESIGN SKILLS

Expert knowledge of Adobe Photoshop, Illustrator, InDesign, After Effects and Premiere.
Expert knowledge of Modo and Lightwave 3D modeling, texturing, lighting and rendering.
Expert knowledge of Microstation 2D and 3D.
Strong prototyping experience, 3D printing, lasercut models.
Hand drawing, sketching, digital photography and film making.

WORK EXPERIENCE

Sep 2014 - Present	Senior Software Engineer (Freelancer)	Marmalade Game Studio – London
	<ul style="list-style-type: none">- Development of Marmalade 3D editor based on Scee ATF technology (Unity-like).- Contractor across several projects on mobile platforms.	
April 2014 - Present	Design / Tutor (Freelancer)	London – Paris – Venice
	<ul style="list-style-type: none">- Private teaching of CAD and BIM softwares: Microstation, Rhino, Aecosim Building Designer.- Private teaching of Adobe Photoshop, Illustrator and InDesign.- Private teaching of 3D modeling with Modo.- Private teaching of Architectural Drawing techniques.- Collaboration with Artists and Architects: portfolios, booklets, 3D modeling and rapid prototyping.- Architectural Design: survey, drawings, design.- Carpentry.	
Sep 2013 – Sep 2015	External Lecturer	Sir John Cass Faculty of Art, Architecture and Design
	<ul style="list-style-type: none">- Model Making for Architects and Designers.- Digital Design Skills module BA Architecture year 2.- Digital Design Skills module BA Interior Architecture year 2 & 3.	
Sep 2013 – Sep 2015	Researcher	Flying Hut (Jane McAllister and Ben Stringer)
	<ul style="list-style-type: none">- Participation to the design of the Oxford City Farm project.- Production of models, drawings and reports.- Workshops with children of the local schools.- Planing Application.	
2014	Architectural Assistant	ScottWhitby Studio – London
	<ul style="list-style-type: none">- Participation to the design of a 125000 sq. ft villa and Riyadh.- Design of a house extension in Oxford.- Tutoring and research: design process, drawing communication, critical thinking and architectural culture.	

	– Participation to crits at the University of East London.	
2011	Senior Software Engineer (Freelancer) – Engine optimization for Harry Potter game (Wii, PS3, XBOX, PC).	Electronic Arts – Guildford
2010	Senior Software Engineer (Freelancer) – Cross-platform collision detection engine for the Create game (AAB trees, triangle vs triangle intersection tests – Wii, PS3, XBOX, PC). – Development of the data driven creature and animation system. – Gameplay programming support.	Electronic Arts – Guildford
2010	Architectural Assistant – Design and making of lasercut models. – Design and drawings.	Studio Gil – London
2008 - 2009	Software Engineer – Vehicle dynamics – Design and implementation of the vehicle physics for the game MotoGP 09/10.	Monumental Games – Nottingham
2007 - 2008	Software Engineer – Animation & Physics – Designed of all aspects of the character system for Motorstorm Pacific Rift: state machine, ragdoll, character controllers, IK, ragdoll and animation blending mechanisms (Havok Physics & Animation). – Developed the data driven resource system compliant with DLC. – Animation decompression and ragdoll driving on SPU. – Participation to several aspects of the game physics implementation.	Sony (Evolution Studio) - Runcorn
2005 - 2006	Software Engineer (Freelance) – Developed the complete toolchain for the game TractorCross: meshes, scenes and animation exporter plugins, AI editor, stand-alone level editor with realtime terrain painter (Ogre3D, WxWidgets). – Realtime vehicle dynamics editor (WxWidgets and Winsocks). – Development of the TractorCross game engine: raycast vehicles, layer based track editor.	Ghost-o-one Medienproduktion – Wuppertal
2005 - 2007	Software Engineer (Freelance) – Development of a high level audio library providing voice management and environmental effects (OpenAL). – Development of a realistic data driven vehicle simulation framework (Newton Game Dynamics). – Development of tools: 3D scene editor, animation mixer, network socket tool. – Rendering engine support and plugins (Ogre3D).	Lyon
2004 - 2005	Software Engineer – Development of a realtime 3D engine for advertisement on the Web (Ogre3D, ActiveX).	Fordev Studio – Paris
2001 - 2005	Network Administrator – IT support, firewall, network optimizations. – Development of Intranet applications (PHP/MySQL).	Quorum Productions – Lyon

HIGHER EDUCATION AND DIPLOMAS

2010 - 2013	BA (Hons) Architecture in the First Class – Design project won High Commendation and SOM price at RIBA President Medals Bronze Medal. – Nominated for the RIBA Presidents Medal Dissertation. – Award for Best History Dissertation Undergraduate. – Nominated for the WCCA Drawing Price 2013.	London Metropolitan University
2001 - 2003	BTS IG technical Degree – Computing and Information Systems.	CPI – Lyon

LANGUAGES & OTHER SKILLS

English:	Fluent.
French:	Native.
Others::	Kitesurf, windsurf, hiking, mountain biking, playing piano and guitar, digital photography.

Managing self, excellent problem solving skills and excellent communication skills