



# Pierre DUC-MARTIN

Computer Science Engineer

## ABOUT ME

Passionate about Computer Science, the development of real-time applications interests me a lot. Curious, I know how to adapt quickly to new projects and technologies.

Computer engineer graduated from INSA Rennes in 2022, I am open to any proposal in the video game industry.

Take a look at my portfolio :



pierredm.fr

## CONTACT



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22940 Saint-Julien



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Born 06/20/1999 (23 yo)  
B Driving licence

## LANGUAGES

French : native  
English : C1 level (TOEIC 965)  
German : B1 level

## QUALITIES

Conscientious

Careful

Patient Motivated Autonomous

Creative

Rigorous

## EDUCATION

### September 2019 – 2022 | INSA Rennes

Engineering cycle, Computer Science department. Double degree master's research in Computer Science in 5th year.

### 2017 – 2019 | INSA Rennes

Integrated preparatory class, "Sciences et Techniques Pour l'Ingénieur"

### 2017 | Freyssinet High school, Saint-Brieuc (22000)

BAC S SVT with high honors. Maths speciality, European section

## EXPERIENCE

### February 2022 – July 2022 | IRISA

Research-oriented end of school project on a Virtual Reality simulator of the real tennis. Evaluation of interest for sports training and mediation among the general public. **Unity, C#, Oculus Quest 2.**

**Publication in Fontiers in Virtual Reality journal :**

« Sport heritage in VR: Real Tennis case study »

### May 2021 – September 2021 | IRISA

3-month engineering internship, in XR development.

Realization of an artistic work of co-creation in Virtual Reality and in network between Immersia (CAVE) and HTC Vive. **Unity3D, C#, réseau.**

### June 2020 – August 2020 | SII

Engineering internship at SII in web development, 2 and a half months.

Realization of a telework management module in a team with two other INSA trainees. **Angular, Java Spring Boot, Docker, agile method.**

### 2017 – 2020 | Ouest INSA

Head of the Information System of the Junior Enterprise of INSA Rennes.

Client meeting, costing, project management, IT server management.

Development of an Open Source ERP/CRM using Symfony.

## COMPUTER SCIENCE

- Game development (Unity3D, Unreal Engine, VR) for fun.

- Simulation of the Thurston model geometries in Virtual Reality, for Immersia (CAVE) and HMDs. These are non-Euclidean spaces, light does not travel in a straight line. Team school project. **Unity, C#, HLSL.**

- Participation in programming competitions : Break The Code Sopra-Steria (2<sup>nd</sup>/30 in 2021), Hackathon EPNAK, Cod'INSA, codingame.com...

- Autonomous learning of many programming languages and techniques : C#, C++, Java, HTML / CSS, JavaScript, PHP (Symfony), SQL, Python, Linux, Unit Tests, Docker, Virtual Reality, Arduino...

## HOBBIES

### Mountain bike

- Licence holder of the FFCycloTourisme since 2009 (12 years).

- Federal initiator, voluntary supervision of groups of young riders.

- Winner of the FFCT National Criterium in 2013, 2014, 2016 and 2017, second in 2012.

**Other interests :** ski, astronomy, aviation, photography.