

PIERRE HENRI HEURTE

Seeking an internship in **Technical Game Design**

CONTACT

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LINKS

pierrehenriheurte.fr
linkedin.com/in/pierre-henri-heurte
heur.itch.io
github.com/heurteph

LANGUAGES

french : native
english : fluent
german : B2 level

HOBBIES

reading
electronics
cryptocurrencies
youtube channel

I am a soon-to-be graduating **game design** student from the ENJMIN school. I am looking for a **4 to 6 months internship** in Technical Game Design for my final year program, starting in **March 2021**.

I like to find solutions to **creative problems** and compare them to keep only the most relevant one. The games that inspire me the most are those from which the players can learn something useful. Thanks to my educational background in computer science, I am able to ensure the link with the **technical department** and explore the gaming opportunities offered by new technologies.

PROJECTS

2020 - Present	The Brittle Ones - Second year project	4 months 10
2019 - 2020	Path of Esthesia - First year project	4 months 5-8
2019 - 2020	Furious Pary - Nano-project	2 months 10

SKILLS

Unity	C#/Visual Studio	Game Design	3C, game loops, balancing, game feel
Unreal	Blueprint, C++/Visual Studio	Level Design	Sketches, blockout, ProBuilder, BSP
Versioning	Git, Perforce	Teamwork	Teams, Notion
Prototyping	Prototypes, storyboards	Office	Powerpoint, Word, Excel

EDUCATION

2019 - 2021	CNAM-ENJMIN, Angoulême	Master's degree in Game Design	Methodologies for game design, level design, game feel. Balancing of game system, rapid prototyping, scripting on Unity and Unreal game engines, graphical and sound assets integration with Wwise, documentation, teamwork, public presentations
2015 - 2016	Paris VI University UPMC	M1 ANDROIDE	Attended but not finished. Multi-agent system, operations research, natural language processing NLTK, development of a restaurant menu in C++/Qt, knowledge representation, Python, XML, SQL, Git
2010 - 2013		Bachelor's degree in Computer Sciences	Java, C, Python, cellular automata in Java OpenGL, constraint programming, probabilities, graph theory, computational complexity, MIPS32 architecture, compiler theory

PORTFOLIO

