

PIERRE HENRI HEURTE

Seeking an internship in **Technical Game Design**

CONTACT

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LINKS

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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. Because of my educational background in computer science, I am also able to ensure the link with the **technical department**.

PROJECTS

2020 - Present

The Brittle Ones - Second year project

Game Concept
Game Designer
Developer

Beat-them-up set in a porcelain world where fighters break if they strike. Dodge your opponents to trick them into smashing themselves against obstacles

4 months
10

2019 - 2020

Path of Esthesia - First year project

Game Concept
Game Designer
Level Designer
Developer

Survival game in a contemporary city, where you play as a sensory hypersensitive heroine trying to find peace of mind

4 months
5-8

2019 - 2020

Furious Pary - Nano-project

Game Designer

One-hit kill fighting game. The more you parry your opponent's blows, the faster you can strike back

2 months
10

SKILLS

Unity	C#/Visual Studio Blueprint,	Game Design	3C, game loops, balancing, game feel
Unreal	C++/Visual Studio Git,	Level Design	Sketches, blockout, ProBuilder, BSP
Versioning	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

