



PIERRE MERCY

VR PROGRAMMER AND DESIGNER

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in in/eraile



Hardworker



Creative



Decision Maker



Independent



French
Mother Tongue

English
Professional Level



VR / Game Dev

Software

Web

Unity3D

C#

Python

Unreal Engine

C++

Django

Steam VR,
HTC Vive, Oculus Rift

.NET, Java (Android), C

Javascript, Rest API, Nginx,
Apache



Cyberith (Vienna, Austria)
Lead Software Developer

Sep 2014 - Now

Arcade Platform Creation (a "🎮 Steam" for Arcades)

- Software Distribution System,
- Software Licensing "DRM" System,
- SDK for Unity and Unreal
- REST API based tools talking with the Django server
- Full server setup and project creation with no initial knowledge

Worked on emerging technologies

- Addressing new types of problematics like "motion sickness"
- Made entirely the game Acan's Call, rated 85/100 with 50k+ owners
- Created VR Tech demos and game prototypes
- Supervised two team members

Installed devices and softwares in Arcade rooms across the world

- Abu Dhabi (United Arab Emirates), Italy, Spain, Slovakia, etc.

SDK Development

- Unity, Unreal, C#, C++

- Contact with developers and support of partners via Skype, TeamViewer

Presented my demos at the E3 and the Gamescom

- Tested and loved by more than **3000** VR enthusiasts in Cologne

- Congratulated by Oculus engineers in L.A.

YouRiding (Biarritz, France)
Gameplay Programmer

Apr 2013 - Sep 2014

Resumption of the whole code alone of a PC/Mac Game

- From closed beta until its final release (10k players)

Continued the development onward with regular updates

- Facebook API full implementation (easier login, sharing success and screenshots)

- Asynchronous multiplayer mode and tournament

Implemented VR in the game on my part time using my Oculus DK1

- Resulted in a big project today exposed in a museum with thousands of players every year



MSc - ENJMIN - Le CNAM (Angouleme, France)
Specialty: Video Game Programming

2013

Public/National School of Video Game Studies

- Teaching centered around group projects and self-teaching

- Habits to work with Game Designers, Graphists, Sound Designers, Ergonomes, Project Managers, etc.

- Huge network of students and companies like Ubisoft

- Passed with honors

BsC - University of Pau (Pau, France)
Information Technology

2011

High School - Villa Pia (Bayonne, France)
Science, Mathematics specialty

2007
