



Pierre MERCY

VR / UNITY PROGRAMMER

CONTACT

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EXPERTISE

- Unity3D
- Video Games dev.
- Machine Learning
- C# and .NET
- Virtual Reality
- Image analysis

LANGUES

- French
- English

REALISATIONS

- **SAGA**
 - Archery multiplayer VR game
 - Present in more than 50 VR arcade rooms around the world.
- **Neoblik Poker**
 - Physical cards, digital game
 - Card detection and analysis combining machine learning and image analysis.
- **Acan's Call: Act 1**
 - VR, HTC Vive, Oculus Rift
 - 82% positive review positifs, and more than 250.000 players
- **Virtual Surf**
 - Oculus Rift DK1 + Kinect
 - Permanently exposed at the Museum of Ocean of Biarritz.

PROFESSIONAL EXPERIENCE

Since March 2019 R&D 3D/VR Engineer
Bordeaux, France



- Complete creation of a render farm, composed of a set of clients server which allow, on demand (and resizing according to demand), the very high quality rendering of interior architectural pieces or furniture, for the biggest brands in the sector such as IKEA, Conforama, MADE, etc.
- Development of internal R&D tools.

May 2018 - March 2019 Lead Software Developer
Bordeaux, France



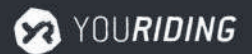
- Complete creation of software for a touch table for **a new type of physical games**. A poker game has been made where the only physical element is the cards. A camera detects them by **machine learning** (Tensorflow) and then analyzes them by **image analysis** (OpenCV), and gives this information to the game.
- Creation of a multiplayer VR e-learning experience for online speaking training.

Sep 2014 - May 2018 Lead Software Developer
Vienne, Autriche



- Complete creation of a **software distribution platform** like Steam.
- Work on emerging technologies and unique hardware in the world
- Realization from A to Z of the VR game "Acan's Call" for HTC Vive and Oculus Rift: Distributed on Steam with **82%** positive ratings and more than **250k** players
- Presentation of my work to more than 4000 players at Gamescom and E3
- Creation of SDK, simulations, experiments, technical demos, tools on Unity, Unreal, in C #, C ++ and Python or various other engines including military ones
- Installation of arcades rooms in 30+ countries around the world

Apr 2013 - Aug 2014 3D Game Developer
Biarritz, France



EDUCATION

2011 - 2013 MSc Video Games Programming
ENJMIN / Le CNAM, Angoulême, France

- Teaching centered around group projects and self-learning,
- Ability to work with all of the video games profession trades.

2008 - 2011 BSc Information Technology
Université de Pau et des Pays de l'Adour, Pau, France

SKILLS

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|------------|------------------|---------------|------------------|
| C# | Unity 3D | .NET | Machine Learning |
| C++ | VR / AR | Django | Tensorflow |
| Python | Game Development | Winforms | OpenCV |
| Javascript | Game Design | Bluetooth BLE | ZeroMQ |
| Java | Level Design | Android | Websockets |
| | | | Linux, Git, etc. |