

Pierre MERCY

VR / UNITY PROGRAMMER

CONTACT

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EXPERTISE

- Unity3D
- Game Dev.
- Cloud Computing
- C# and .NET
- Virtual Reality
- Software Architecture

LANGUAGES



WORKS

- **Project Valkyrie (2020)**
 - Multiplayer game mixing combat space and Fast-FPS.
 - Developed in 20 days from A to Z.
 - Authentication via Steam & Playfab.
- **Neoblik Poker (2019)**
 - Physical cards, digital game
 - Card detection and analysis combining machine learning and image analysis.
- **SAGA (2018)**
 - Archery multiplayer VR game.
 - Present in more than 50 arcades.
- **Acan's Call: Act 1 (2015)**
 - VR, HTC Vive, Oculus Rift.
 - 83% positive reviews, 250k+ players
- **Virtual Surf (2014)**
 - VR + Kinect experience.
 - Permanent exhibition at the Ocean Museum in Biarritz since 2014.

PROFESSIONAL EXPERIENCE

Since Mar 2019 Lead Software Developer
Paris, France (Full Remote from Biarritz)



- Complete creation of a rendering farm, made up of a set of server clients that allow, on demand (and resizing according to demand), very high quality rendering of various 3D models (architecture, furniture, etc.)
- Work sold and used by Walmart, Amazon, IKEA, Conforama, etc.
- Evolution at the end of 2020 towards Lead Developer and Supervision of 2 R&D

Sep 2018 - Mar 2019 Software Developer
Bordeaux, France



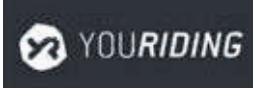
- Complete creation of software for a touch table for **physical games of a new kind**. A game of poker has been created where the only physical element is the cards. A camera detects them by **machine learning** (Tensorflow) then analyzes them by **image analysis** (OpenCV), and gives this information to the game.
- Creation of a multiplayer VR e-learning experience (Edwin & Edith).
- Recruited by one of our clients, **NFinite (ex-Hubstairs)**.

Sep 2014 - May 2018 Lead Software Developer
Vienna, Austria



- Work on emerging technologies and unique equipment in the world
- Complete creation of a **software distribution platform** like Steam.
- Realization from A to Z of the VR game "Acan's Call" for HTC Vive and Oculus Rift: Distributed on Steam with **83%** positive ratings and **over 250k players**.
- Presenting my work to over 4000 players at Gamescom and E3
- Creation of SDKs, experiments, technical demos, tools on Unity, Unreal, in C # and C ++ or various other engines including military
- Installation of arcades 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 and self-learning projects,
- Ability to work with Game Designers, Graphic Designers, Sound Designers, Ergonomists, and Project Managers, etc.

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

SKILLS

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
Photon PUN	Playfab	Blender	Linux, Git, etc.