

Bastien Lepesant

Looking for a 6-month internship as R&D
developer in Video Games starting July 2019

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Open to relocate

Education

- 2017-2019 **Master's degree in Game Programming**, Rubika, Valenciennes - France.
- 2016-2017 **Master's degree in Intelligent Systems and Communication**, University of Cergy Pontoise.
- 2016 **Bachelor's degree in Computer Sciences**, University of Cergy Pontoise, France.
- 2014 **BAFA certificate holder (French youth work diploma)**.
- Jun 2013 **A Level in Science**, Lycée de l'Hautil, France.

Experience

- 2018-2019 **Game as part of my 2nd year's Master's degree**, Rubika, Valenciennes - France.
Developer on Bubble Gum, an arcade game for the **Nintendo Switch** where we play a high school student making tricks with her BMX in a city inspired by 90's. The game was realized with **Unity** by 6 students.
- June - September 2018 **First year's Internship of Master's degree**, BBlack Studio, Montpellier - France.
Participation in the creation of a multiplayer arena game focus with **Unreal Engine 4**.
 - **Research and development on an AI** that should simulate a player behavior.
 - Creation of administration module of a game server in **NodeJS**
- 2017-2018 **Projects as part of my 1rd year's Master's degree**, Rubika, Valenciennes - France.
 - **Harpooneers : Engine & AI developer** on Twin Stick shooter/Boss rush with **Unity**.
 - **Evening** : Developer on a game with **Unity** based on daily sessions.
- May - August 2016 **Third year's Internship of Bachelor's degree**, Partnering 3.0, Cergy Pontoise - France.
Study of hardware and software system of decentralised wireless network for **Robot Diya One**
 - State of the art and setting up a **mesh network** between robots in Wifi network with the software Babel
 - Use of **Nodejs** to implement Wifi flow measurements within robots
- 2015-2016 **Projects as part of my 3rd year's Bachelor's degree**, University of Cergy Pontoise, France.
 - Project of **procedural generation of creatures** and **learning** of survival in unknown environment in **C++** with the use of a **neural network** for learning management
 - Development of a "Minecraft-like" network game in **multi-clients server** in **C**
- June - July 2015 **Internship in England**, DigiSEq, London - England.
 - Development of a **Hardware Security Module** simulator in **Java**
 - Development of a scripting language in Java allowing the automation of tasks
- End of 2014 **First year's Internship of Bachelor's degree**, ETIS Laboratory, Cergy Pontoise - France.
Integration of a GPS module for the various robots of the ETIS laboratory

Skills

Specialisation

Langages **C/C++**, **Java**, **C#**, Python, D
Game Engines **Unity 3D**, **Unreal Engine 4**
AI **Neural network**,
Genetic algorithm
Outils **Git**, SVN, HacknPlan

General computing

Linux Ubuntu, Debian, Fedora
Web XHTML/CSS, PHP, NodeJS
Database MySQL, PostgreSQL
Embedded computing Arduino, Raspberry
Network Wifi, Mesh network

Langages

French Native language
English Working Proficiency

Others

- Associatif **Founder and President** of Hazybot Association for three participations in the **French Robotic Championship** between 2015 and 2017 as a representative of the University of Cergy Pontoise
Set up workshop to introduce robotics to students
- LAN Party Organisation of five **LAN Party** from 40 to 120 players on campus of University of Cergy Pontoise
- Global Game Jam Participation in **Global Game Jam** in 2017 and 2018
- Animation **Activity leader** in summer camp on the theme of drone with *Objectifs Sciences* association between 2013 and 2017