Bastien Lepesant

Looking for a 6-month internship as AI developer in Video Games starting July 2019

VALENCIENNES - FRANCE
(+33) 6 70 53 42 72
bastien@lepesant.me
https://lepesant.me
https://github.com/Eresia
/in/bastien-lepesant/
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).**

Juin 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 develop 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 1st 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

Association **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 the University of Cergy Pontoise campus

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