HECTOR PITEAU

ENGINEERING STUDENT IN COMPUTER SCIENCES AT ENSEIRB-MATMECA

ABOUT ME

Interested in image processing applied to the game and film industry. With a special focus on machine learning researchs.

CONTACT

Address: 49 rue du Relais 33600, France.

Mobile: +33 7 62 35 81 34

Email: hector.piteau@gmail.com

Website: hepiteau.com

Github: github.com/hectorPiteau

LANGUAGES

- **French** : Native
- **English** : Fluent (IELTS 7.5)
- **Japanese**: Basic notions (JLPT: N5 to N4)

TECHNICAL SKILLS

- **OS**: DEBIAN, FEDORA, WINDOWS
- **LANGUAGES**: C, C#, C++, TypeScript, Java
- **DATABASE**: Oracle, MongoDB
- **TOOLS**: Unity, Visual Studio, Autodesk Maya, Illustrator, Photoshop, After Effect.
- **GENERAL**: Classification, kernel, feature detection, facial recognition, functional and object oriented programming, design pattern, linear and matrix algreba.

OTHERS

- 3D modeling using Autodesk Maya
- Game creation in Unity
- Interest for animated movies
- Music compositing in Ableton
- Traditional and digital drawing

EXPERIENCES

CLUB CO-FOUNDER
BORDEAUX
2021- NOW

EIRB'IA - ENSEIRB ARTIFICIAL INTELLIGENCE CLUB

Club dedicated to artificial intelligence, it's theory and applications. Organisation of interviews, workshops, collaborations with the club of Robotics. Co-founded with Waris Radji.

FREELANCE
BORDEAUX
2020- NOW

FULL STACK DEVELOPMENT - WEB AND MOBILE

Following the development of the tool for Tempete Studio. Development of a server used for authenticating, storing data. Development of an application in Unity.

INTERN
POITIERS
2020

10 WEEKS INDUSTRIAL INTERNSHIP AT TEMPETE STUDIO

Development of a web application used to create the script and interactions of a mobile game.

SUMMER-JOB
PARTHENAY
2016 - 2021

ANIMATION IN A BOARD GAME FESTIVAL

Animating and explaning board games rules. 2 weeks per summer.

EDUCATION

ENSEIRB-MATMECA
BORDEAUX
2020 - 2023

ENGINEERING DEGREE IN COMPUTER SCIENCES

Currently completing fourth year of higher education in computer sciences at the Bordeaux Graduate School of Engineering. Following PhD extra courses.

IUT OF CLERMONT-FERRAND
CLERMONT-FERRAND
2018 - 2020

BACHELOR OF COMPUTER SCIENCE

A two-year technical degree from the University Technical Institute in computer sciences. Equivalent of 120 ects.

LYCÉE ERNEST PÉROCHON
PARTHENAY
2016 - 2018

BACCALAURÉAT, A' LEVELS IN MATHS

Specialized in Maths, Physics and Engineering with distinction.

ACHIVEMENTS

INSTRUMENTS CLASSIFICATION

Classification of 1-second sonogram samples using decision tree and random forest from the scikit-learn toolset. Resulted in 90+% correct classification.

VR-DRAWING

Program working with WebXR and ThreeJS that let the user draw colored lines in an empty 3D environment. Tests were made using the HTC Vive.