Pierre MASSONIE
Developer

3, Mail du Mas Loubier
87 100 LIMOGES (FRANCE)

pierre.massonie@live.fr

+33 6 25 82 49 54

Professional experiences

2019 – 3D developer, Thales SIX GTS
- Developed a **3D web interface** in **JavaScript** via **ThreeJS** to allow visualization of equipment in the field.
- Integrated it in an existing **VueJs** interface.

2017 – Researcher, University of Poitiers
- Established a review of the state of the art of 3D oceanic simulation.
- Developed a hybrid wave simulation model in an oceanic environment.

2011 – Web developer, Regional Council of Limousin
- Developed an issue tracking system for visually impaired people, using **WinDev**.

2009 – Technical support, CHU hospital of Limoges
- First step into a professional environment.

Education

FST LIMOGES - MASTER ISICG - 2013/2019
(Master 2 – Computer Science, specialized in 3D graphics)

SUPINFO LIMOGES - 2008/2012

Scholarship skills

Programming

C/C++   C#   HTML/CSS/JavaScript   Python

GPU APIs   **Game engines**

CUDA   OpenGL   Unity 3D   Unreal Engine 4   Some VR experience

Utilities

Git   Docker

Ray tracing   **Real time**   **3D Modeling**

- PBR / BSDF   - Shaders / glsl   - Blender / Maya

- WebGL

Spoken languages

French   English

Hobbies

Drawing   Japanese   Games / Game Design   Sciences