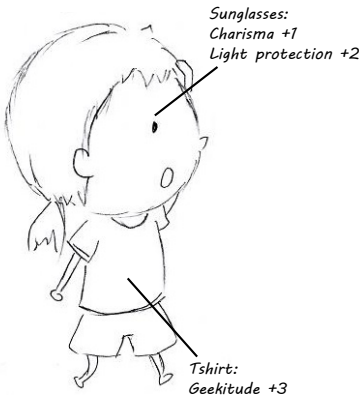
Character Sheet



Full Name :	Pierre-Antoine Augereau
Class:	Geek
Level:	29
Alignement:	Neutral Good
Mail:	augereau.pa@ekareya.fr
Tel:	06.66.99.76.90
Website:	http://cv.ekareya.fr/
Particularities:	Autism Spectrum Disorder
Traits:	-Honest & careful
	-Avid & quick Learner
	-Independant

Background:
Always had a keen interest for sciency stuff. Due to my neuroatypicality, naturaly inclined to focus on detail, and very dedicated. Learned to be adaptable by repeatedly overcoming my social anxiety.

French
Mother language

English
Survived 3 months in the land of the Mighty Burger

Japanese
Studied there for 6 weeks

Achievements

Solved It *Took me 3 months*
On your own, discover how to solve the rubik's cube

Ikea Master
Can handle ikea furniture without instruction

Saw the sunrise *Just when I won my game, the sun was rising over the moutain Worth it !!*
Start a 4X game, and watch the sunrise while playing

Don't Even Think About It
In Endless Space: Create a custom faction with -195 points or less, and win a game with it on Endless difficulty *Had to simulate the game in a spreadsheet for the first 20 turns*

The rightful place for a salad, is inside a burger ;)
And the rightful place for a burger, is in my stomach.

Education

Middle School monitor
Collège la moulinière, Domène (38)

Master of Science - Applied Mathematics
Université Joseph Fourier - Grenoble
Option Geometry, Image & CAD

- Artificial intelligence
- Computational geometry
- Computer graphics
- Computer vision
- Graph theory

Bachelor of Art - English/Japanese
Université de Lille 3
-1st & 2nd year

2016 — Preparation for the secondary school teaching certificate (CAPES)
Université Joseph Fourier - Grenoble

2015
2014
2013
2012 — **Bachelor of Science - Mathematics**
Université du Havre
-1st & 2nd year in Mathematics & Computer Science

2011
2010
2009
2008 — **French sailing instructor certificate**
Les Glénans
2007
2006

Experience

Internship at INRIA
"Visualisation de grands volumes de données océanographiques"
- 6 month internship with the MOISE team
- Developed prototypes for a data visualization software
- Learned to regularly communicate progress & shortcoming
- Refined the specification jointly with the team of physicists

Data mining tool to rule the game
Js, php, html/css, sql, MVC design

- Programmed a client-side script to extract data from a 4X web game (Empire Universe II)
- Implemented the serverside to gather the data, and a web interface with different tools like pathfinding, planet research, player research.
- Maintained the site for 18 months

Game creation on a graphic calculator (Casio 65)
Basic, game design, coding.
- Learned to code on my own
- Had to manage very limited resources

2015 — **Modding for Kerbal Space Program**
Unity 3D, Visual Studio, C#, Blender

2014

Favorite school projects

2013
2012

A.I. 18/20 Java, Processing, graph theory, A*
-Semester-long project (Game creation)
-Procedural level generation (labyrinth)
-Implementation of Inteligent Agent

Computer Graphics 19.5/20 OpenGL, C
-Set "attention to detail" to Crazy
-Modeled every object by hand, totalizing more than 3.000 points (no external tool allowed)

2011
2010

Scientific visualization 18.5/20 KML, Java, Processing
-Semester-long team project

2009
2008

Website creation
Php, html/css, sql

2007 — Lycée

- Made a personal blog from scratch for my trip to Japan.
http://blog.ekareya.fr/
- Implemented a chat interface to play *Loup garou de Thiercelieux* with some friends.
http://ekareya.free.fr/loup-garou/