



Pierre Billaud

PhD Student

Education



Telecom Paris : MS Artificial Intelligence
2023 – 2025 | Palaiseau



Gobelins : MS Interactive Experience Designer
2021 – 2022 | Paris | Work-study



CNAM-ENJMIN : Multimedia Engineer
2018 – 2021 | Angoulême | Apprenticeship

Contact



Paris, France



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Social Media | Works



<https://linktr.ee/pierrebio>



<https://lebioman.itch.io/>



<https://github.com/PierreBio>

Online Courses



<https://www.udemy.com/user/pierre-billaud/>

Languages

- Native French
- Professional English (C1 | TOEIC 920)

Motivations

- Autonomous - Enjoy to learn
- Passionate - Like to transmit
- Enthusiast - Team Worker

I want to research / develop algorithms for content creation

Interests

Cinema

Running

Drawing

Literature

Literary criticism

Coding on Twitch

Video montage



Professional Experiences



Research intern and PhD student at LIRIS

- Sketch analysis and annotation tool development for material recognition and model training
November 2024 - June 2028



Data Science intern at Eviden

- Trained AI models with Google Collab and used them for sketch form recognition project
July - August 2023



Application developer at Atos

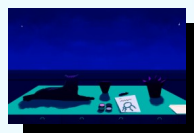
- 3D AR & VR serious games with Unity & BabylonJS for customer demos
2021 - 2022



Web & mobile developer at Code 16

- Interfaces with Vue.js & backend with Laravel for websites in production
2018 - 2021

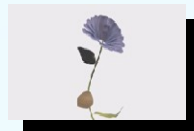
Projects



Firework Syndrome - 2024

Narrative & drawing 2D game. I used AI for sketch recognition and geometric / pathfinding algorithms (Delaunay, Dijkstra) for shape generation.

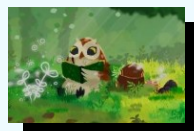
Sketching for form based firework creation



Procedural Plant Generation - 2023

I did my MS thesis on plant simulation and then released a course to share how to model plants from mesh and sketches

Sketching for 3D plant mesh generation



Ida's Herbarium - 2022

Exploration & drawing 2D game made as school project. Sketch mechanic is based on basic form recognition and line rendering with textures.

Sketching for 2D art creation

Skills

Software development (Unity C#, C)

- Interactive experiences (2D, 3D)
- Computer Graphics (Mesh Generation)
- Basic shading

Data Science (Python)

- Computer Vision (OpenCV, Scikit-Image...)

Documentation, Research

Web development (Laravel, VueJS, React)

